



CHARACTER NAME

Race:

Class:

STRENGTH

BONUS TO

Melee attack rolls,  
Damage,  
Opening doors

HIT POINTS

- ☐ \_\_\_ Death Ray
- ☐ \_\_\_ Poison
- ☐ \_\_\_ Magic Wands
- ☐ \_\_\_ Paralysis, Petrification
- ☐ \_\_\_ Dragon Breath
- ☐ \_\_\_ Spells, Rods, Staves

SAVING THROWS

LEVEL

Points for next level:

EXPERIENCE

INTELLIGENCE

BONUS TO

Known languages,  
Save vs. *Illusions*,  
Knowledge

WISDOM

BONUS TO

Save vs. *Charms*,  
Willpower,  
Perception

DEXTERITY

BONUS TO

Ranged attack rolls,  
Armour Class,  
Initiative

ATTACK  
BONUS

Melee attack   Ranged attack

ARMOUR  
CLASS

Armour equipped

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CONSTITUTION

BONUS TO

Hit Points per level,  
Save vs. *Poison*,  
Endurance

CHARISMA

BONUS TO

Encounter reaction,  
Persuasion

Name   Attack Bonus   Damage

ATTACKS AND SPELLCASTING

CHARACTER BACKGROUND

Light load: \_\_\_\_\_ Current load: \_\_\_\_\_  
Heavy load: \_\_\_\_\_

INVENTORY

GOLD AND TREASURE

SPECIAL ABILITIES, LANGUAGES, FEATURES