

# Character Sheet

Character Name	Player	Alignment
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Character Level \_\_\_\_\_ Deity \_\_\_\_\_

Race	Age	Gender	Eyes	Height	Weight	Hair
White	25	Male	Blue	175	70	Blond
Black	30	Female	Brown	160	55	Black
Hispanic	28	Male	Green	180	80	Brown
Asian	22	Female	Blue	155	50	Black
Indian	35	Male	Brown	170	75	Black
Pacific Islander	32	Female	Blue	165	60	Black
Other	27	Male	Green	178	78	Brown

Ability Name	Score	Modifier	Saving Throw Type	Modifier
<b>STR</b> Strength			Death ray/ Poison	Add CON Mod. to Poison
<b>DEX</b> Dexterity			Magic Wands	
<b>CON</b> Constitution			Paralysis or Petrify	
<b>INT</b> Intelligence			Dragon Breath	
<b>WIS</b> Wisdom			Spells	Add INT Mod. Vs. Illusions
<b>CHA</b> Charisma				

HP Hit Points	Total	AC Armor Class	Current AC
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Wounds/Current HP	Rear	No shield

Attack Bonus (AB)	Experience Points

Movement & Initiative		
Load p. 36	Move p. 38	Initiative
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Currency	Amount
PP Platinum Pieces	
GP Gold Pieces	
EP Electrum Pieces	
SP Silver Pieces	
CP Copper Pieces	

[illegible]

Ammunition <sub>P. 11</sub>		
Type	Amount	Check Boxes

## Equipment

Item	Weight	Item	Weight
		Total Weight	

## Class / Race Abilities

Special Abilities p. 9	
Skill	1d100
Open Locks	%
Remove Traps	%
Pick Pockets	%
Move Silently	%
Climb Walls	%
Hide	%
Listen	%
	%