

Player: \_\_\_\_\_

Character: \_\_\_\_\_

Alignment: \_\_\_\_\_

Class: \_\_\_\_\_

Level: \_\_\_\_\_



Character Sketch or Symbol

( )

AC

[ ]

HP

DMG:

( ) Strength \_\_\_\_\_

**Saving Throws**

**Adj.** Speed: \_\_\_\_\_

( ) Intelligence \_\_\_\_\_

( ) Poison/Death Ray \_\_\_\_\_

Enc: \_\_\_\_\_

Container: \_\_\_\_\_

( ) Wisdom \_\_\_\_\_

( ) Wand \_\_\_\_\_

Height: \_\_\_\_\_

( ) Dexterity \_\_\_\_\_

( ) Paralysis/Stone \_\_\_\_\_

Weight: \_\_\_\_\_

( ) Constitution \_\_\_\_\_

( ) Dragon Breath \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

( ) Charisma \_\_\_\_\_

( ) Spell/Rod/Staff \_\_\_\_\_

Birth: \_\_\_\_\_

Age: \_\_\_\_\_

Other: \_\_\_\_\_

Languages: \_\_\_\_\_

**Abilities/Skills:**

**Hit Rolls As:** \_\_\_\_\_

AC 9 8 7 6 5 4 3 2 1 0 -1 -2  
Roll ( | | | | | | | | | | | )

Adjustments

melee missile

**Equipment**

**Experience** bonus: \_\_\_\_\_

need: \_\_\_\_\_