
Player's Name

Character's Name

Alignment

Class

Level



Character Sketch or Symbol

() [] < >
Armor **Hit** **Damage**
Class **Points**

() Strength	_____	Saving Throws	Adj.
() Intelligence	_____	() Poison/Death Ray	_____
() Wisdom	_____	() Wand	_____
() Dexterity	_____	() Paralysis/Stone	_____
() Constitution	_____	() Dragon Breath	_____
() Charisma	_____	() Spell/Rod/Staff	_____

Languages: _____

Abilities/Skills:

Equipment	
Magical Items	Normal Items

Other Notes

Adjustments: melee _____ missile _____

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

Money and Treasure	Experience
	Bonus/Penalty:
	Next level: