

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

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

Level: \_\_\_\_\_ Max Lv: \_\_\_\_\_

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

Race/Class: \_\_\_\_\_

( )

AC

<

>

HD/LV

[ ]

HP

DMG:

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

Save As: \_\_\_\_\_

Load: \_\_\_\_\_

Speed: \_\_\_\_\_

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

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

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

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

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

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

Restrictions

Weapons: \_\_\_\_\_

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

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

Armor: \_\_\_\_\_

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

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

\_\_\_\_\_

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

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

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

Abilities/Skills:

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

AC 9 8 7 6 5 4 3 2 1 0 -1 -2 Adjustments  
melee misse

Roll ( | | | | | | | | | | ) \_\_\_\_\_

Equipment

XP Gain As: \_\_\_\_\_

bonus: \_\_\_\_\_

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