

Character Name

Race \_\_\_\_\_

Gender \_\_\_\_\_

Age \_\_\_\_\_

Ht. \_\_\_\_\_

Deity \_\_\_\_\_

Level \_\_\_\_\_

Size \_\_\_\_\_

Wt. \_\_\_\_\_

Hair \_\_\_\_\_

Player \_\_\_\_\_



Alignment \_\_\_\_\_

**ABILITIES****AC**

$$AC = 10 + \boxed{\quad} + \boxed{\quad}$$

ft.

**SCORE****MODIFIER**STR DEX CON INT WIS CHA **TOTAL**

CURRENT HP

SUBDUAL DAMAGE

**HP****SAVING THROWS****TOTAL****BASE****ABILITY****MAGIC****MISC.****TEMP****NOTES**FORT REF **MELEE TOTAL****BASE****STR****SIZE****MISC1****MISC2****TEMP****RANGED TOTAL****BASE****DEX****SIZE****MISC1****MISC2****TEMP****WEAPONS**

## NAME

## TYPE

## SIZE

## HAND

## WEIGHT

## lb..

BONUS DAMAGE CRITICAL RANGE M/R 

SPECIAL PROPERTIES

NAME

TYPE

SIZE

HAND

WEIGHT

lb..

BONUS DAMAGE CRITICAL RANGE M/R 

SPECIAL PROPERTIES

NAME

TYPE

SIZE

HAND

WEIGHT

lb..

BONUS 

## AMMUNITION

**ARMOR / PROTECTIVE ITEMS**

## NAME

## TYPE

## ARMOR BONUS

## MAX DEX BONUS

## CHECK

## SPELL

## %

WEIGHT SPEED 

NAME

TYPE

ARMOR BONUS

MAX DEX BONUS

CHECK

SPELL

%

WEIGHT SPEED 

NAME

TYPE

ARMOR BONUS

MAX DEX BONUS

CHECK

SPELL

%

**CARRYING CAPACITY**

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

LIFT OVER HEAD

LIFT OFF GROUND

PUSH / DRAG

Deity \_\_\_\_\_

Alignment \_\_\_\_\_

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