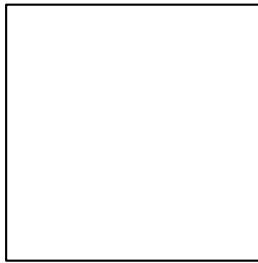


Name -----
 Class -----
 Level -----
 XP -----

Colors or Portrait



Hit-points

 Max
 Fighter & Dwarf: d8
 Magic User & Thief: d4
 everybody else: d6
 + constitution bonus

AC

none = 9, leather = 7, chain = 5,
 plate = 3, shield = -1, minus dex bonus

roll 3d6 for each

Strength -----
 Dexterity -----
 Constitution -----
 Intelligence -----
 Wisdom -----
 Charisma -----

value

bonus

value bonus
 3 -3
 4-5 -2
 6-8 -1
 9-12
 13-15 +1
 17-17 +2
 18 +3

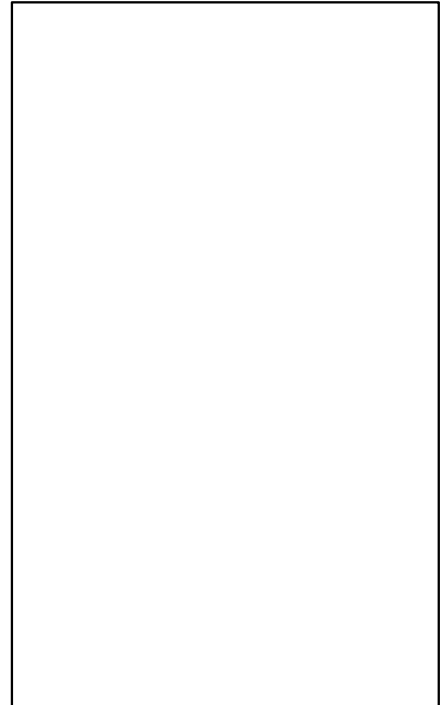
Retainers -----
 Loyalty -----
 Reactions -----

7 + charisma
 bonus

4 + charisma
 bonus

value bonus
 3 -2
 4-8 -1
 9-12
 13-17 +1
 18 +2

Property

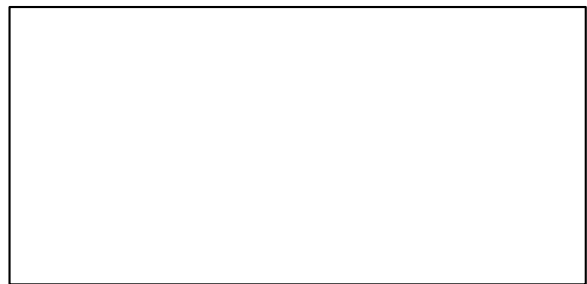


Saving Throws

Dragon breath, explosions -----
 Paralysis, Petrification -----
 Death, Poison -----
 Rays, Wands -----
 Spells -----

d20 equal
 or better

Abilities, Languages



To hit:

AC of opponent:

0 1 2 3 4 5 6 7 8 9

Melee (+ strength bonus) -----

Ranged (+ dexterity bonus) -----

d20 equal or better

Damage: 1d6

(+ strength bonus in melee)