

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

Armor -----

How to: none = 9, leather = 7,  
chain = 5, plate = 3, shield = -1,  
minus Dex Bonus

Roll 3d6 in order

Strength

Dexterity

Constitution

Education

Wisdom

Charisma

Value Bonus

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Shield or Portrait

Hit Points

Max

Magic Users & Thieves: W4  
Fighters & Dwarves: W8  
Everybody else: W6  
+ Con Bonus

Property

Gold

Gems

Jewelry

Languages

Abilities, Spells

Miscellaneous

Loyalty

----- 7 + Charisma Bonus

Henchmen

----- 4 + Charisma Bonus

Reactions

----- Value Bonus  
3 -2  
4-8 -1  
9-12  
13-17 +1  
18 +2

Opponent's  
Armor:

0 1 2 3 4 5 6 7 8 9 Damage

Melee

----- 1d6

Ranged

----- 1d6

d20 must be larger or equal

Saving Throws

Dragon Breath, Explosions -----

Paralyzation, Petrification -----

Death, Poison -----

Rays, Wands -----

Spells -----

d20 must be larger or equal