



**Player:**  
**Character:**  
**Race:**  
**Prime Attributes:**

**Alignment:**  
**Deity:**  
**XP (Current):**  
**XP (Next Level):**

**Class/Level:**

**XP Bonus:**

**Gender:**

**Age:**

**Height:**

**Weight:**

**Eyes:**

**Hair:**

**AC:**

**HP:**

**Max HP:**

**Saving Throw:**

## Attributes & Modifiers

<b>STR</b>		To-Hit Bonus	Damage Bonus	Open Doors	Carry Modifier
<b>DEX</b>		Missile To-Hit Bonus		Effect on AC	
<b>CON</b>		HP Bonus		Raise Dead Survival	
<b>INT</b>		Max Additional Languages	Max Spell Level	Learn Spell Percent	Minimum/Maximum Spells Per Level
<b>WIS</b>		Bonus 1st-Level Cleric Spell?			
<b>CHA</b>		Max Special Hirelings:			

## Arms & Armory

Weapon	To-Hit Bonus	Damage Bonus	Weight

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Armor/Shield	AC Adjustment	Weight

# To-Hit Quick Reference Chart

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

## Thief Skills

Climb Walls	Delicate Tasks	Hear Sounds	Hide in Shadows	Move Silently	Open Locks

## Number of Spells Known Per Spell Level

1	2	3	4	5	6	7	8	9

Spellbook			Abilities

## Gear & Supplies

## Wealth

				Copper:
				Silver:
				Gold:
				Gems:

## Character Description & Personality