CHARACTER NAME \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Player: \_\_\_\_\_\_\_\_\_\_\_

CLASS/LEVEL \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ SPECIES \_\_\_\_\_\_\_\_\_\_\_\_\_\_ ALIGNMENT \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

GOD (If Initiated):\_\_\_\_\_\_\_\_\_\_ Size: \_\_\_\_\_\_\_\_ Base Move: \_\_\_\_\_\_\_\_\_\_ Vision \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| STRENGTH | INTELLIGENCE | WISDOM | DEXTERITY | CONSTITUTION | CHARISMA |
|  |  |  |  |  |  |

|  |  |
| --- | --- |
| Saving Throw:  | Save Bonuses:  |

ARMOR CLASS HIT POINTS WOUNDS

|  |
| --- |
| COMBAT INFOADJ. MOVE: Attack Bonus:Combat Bonuses: Weapon Total Attack Bonus Damage Size Hands Range ROF/Features |
| Adventuring Skills and Other Abilities of Note Skill Roll:  |

|  |  |
| --- | --- |
| WEALTH | EXP |

**GEAR**

ARMOR WORN:

|  |  |
| --- | --- |
| ITEM | LOCATION |
|  |  |

|  |
| --- |
| WILL |

OTHER NOTES: