**CHARACTER NAME:**

|  |  |  |
| --- | --- | --- |
| CLASS | LEVEL | RACE |
| PLAYER: | ALLEGIANCE | ALIGNMENT |
| GOLD | EXP | GOD |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| STR |  | INT |  | WIS |  | DEX |  | CON |  | CHA |  |

|  |  |  |
| --- | --- | --- |
| STAT BONUSES | CLASS POWERS | RACIAL ABILITIES |

|  |  |  |
| --- | --- | --- |
| ARMOR CLASS | HIT POINTS | MOVE |
|  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| WEAPON | TO HIT | DAMAGE | SIZE | NOTES |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

GEAR AND SPELLS ON BACK

**GEAR**

|  |  |  |
| --- | --- | --- |
| GEAR ON PERSON | GEAR ON HORSE | GEAR AT HOME |
|  |  |  |

ITEMS TILL LOADED (STR):

ITEMS TILL ENCUMBERED (STR x2): -3 MOVE:

ITEMS TILL MAX (STR x3) -6 MOVE:

|  |  |
| --- | --- |
| **POWER POINTS** | **SPELL NOTES** |
|  |  |