

Name: \_\_\_\_\_ Gender: \_\_\_\_\_ Eyes: \_\_\_\_\_  
 Species: \_\_\_\_\_ Age: \_\_\_\_\_ Height: \_\_\_\_\_ Hair: \_\_\_\_\_  
 Faith: \_\_\_\_\_ Weight: \_\_\_\_\_ Skin: \_\_\_\_\_  
 Level: \_\_\_\_\_ Class: \_\_\_\_\_ Alignment: \_\_\_\_\_



HP:   Movement:  XP Goal:   
 AC:  = IO     Base to Hit:  XP Total:   
Base Armor Shield Mod Misc

	Ability Score	Ability Mod	Misc	Prime	Saving Throw Category	Racial & Class Abilities
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Paralysis & Constriction Breath Weapons & Traps Disease, Energy Drain & Poison Arcane Magic & Illusion Confusion, Divine Magic, Gazes, Petrification & Polymorph Charm, Death Attacks & Fear	_____
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		_____
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		_____
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		_____
Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		_____
Charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		_____
					+ level as applicable	
					+ level as applicable	
					+ level as applicable	
					+ level as applicable	
					+ level as applicable	
					+ level as applicable	

  

Weapon	Att. Bonus	Damage	Type	Range	EV/Wt	A	M	M	O
Other Notes:									
Other Notes:									
Other Notes:									
Other Notes:									
Other Notes:									

  

Armor	(or Protective Item)	AC Bonus	EV/Wt	Notes
Shield	(or Protective Item)	AC Bonus	EV/Wt	Notes
Helm	(or Protective Item)	AC Bonus	EV/Wt	Notes
Other Protective Item		AC Bonus	EV/Wt	Notes

  

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Languages

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