NAME

RACE

SEX

HEIGHT

WEIGHT

AGE

ALIGNMENT

PATRON DEITY

CLASS

LEVEL

BASE ATTACK BONUS

STR	DEX	CON	INT	WIS	CHA
ATTACK ADJ:	ARMOUR-CLASS ADJ:		SKILLS PER LEVEL:		
			MAX. SPELL LEVEL:	SPELL BONUS:	
DAMAGE ADJ:	MISSILE ATTACK ADJ:	HIT-POINT ADJ:	MAX. NO. LANGUAGES:	SPELL FAILURE:	MAX. HENCHMEN:

TOTAL HIT-POINTS

TOTAL ATTACK BONUS

SAVING THROW

TOTAL ARMOUR CLASS

ARMOUR TYPE

WEAPON TYPE	BASE DAMAGE	ADJUSTMENTS		RANGE INCREMENT (-2 to hit per increment)	NOTES
		ATTACK	DAMAGE		

EXPERIENCE

EXPERIENCE BONUS:

NEXT LEVEL AT:

SKILLS

SPECIAL ABILITIES

LANGUAGES

MONEY		
GOLD	SILVER	COPPER

JEWELLERY and VALUABLES

MAGICAL APPARATUS

MISCELLANEOUS

EQUIPMENT	LOCATION	WEIGHT
		TOTAL WEIGHT: