Name		Class:	
Height	Background/Notes:	Race:	Size:
Weight		Level:	
Age		Alignment:	
Languages		Movement:	/ / /
			Combat (x½) / Normal / Jog (x2) / Run (x4) -0 AC / -1 AC / -2 AC / -4 AC

Attributes	Score	(Mod)	P	Category/Save	Bonus	Notes
Strength	_____	( )	O	Physical, Paralysis, Constriction	_____	
Dexterity	_____	( )	O	Agility, Breath Weapon, Traps	_____	
Constitution	_____	( )	O	Endurance, Death Attack, Disease, Energy Drain, Poison	_____	
Intelligence	_____	( )	O	Knowledge, Logic, Magic, Illusion	_____	
Wisdom	_____	( )	O	Awareness, Intuition, Confusion, Divine, Gaze, Petrification, Polymorph	_____	
Charisma	_____	( )	O	Fellowship, Charm, Fear	_____	
					Level + Mod	

BtH:	Weapons	AC:	_____
		Armor:	
		HP:	_____

Wealth	Equipment	Abilities
PP:		
GP:		
EP:		
SP:		
CP:		
Other:		
		Experience

Player's Name | Castle Keeper: | Date: | Needed for next level: _____