

Player's Name

Character's Name

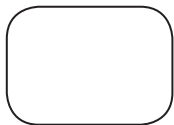
Alignment

Class

Level



Armour Class



Hit Dice



Hit Points

Portrait

Biographical Details

Age:

Gender:

Height:

Weight:

Homeland:

Coins

pp:

gp:

sp:

cp:

Experience Points

Current:

Needed for Next Level:

(Modifier for Prime Requisite:

-20% -10% 0% +5% +10%

Languages Spoken:

☐ Literate

Class Abilities, Skills, and Spells

Abilities

Strength

Adjustments

melee to hit & damage
open door rolls

Dexterity

missile to hit
Armour Class

Constitution

rolling hit dice for hit
points

Intelligence

bonus languages

Wisdom

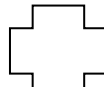
magic-based saving
throws

Charisma

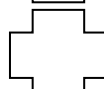
reaction rolls
retainer morale

Saving Throws

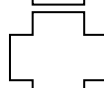
Roll equal to or above the
score listed to make your save.



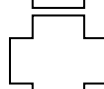
Death



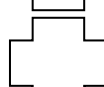
Wands



Paralysis



Breath



Spells

Attack Table

In the melee and missile boxes, write any modifiers to your rolls to hit. To attack, roll 1d20, add the melee or missile modifier, and check the table to see the best Armour Class (AC) you hit with your roll.

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	Melee	Missile
Roll															

Equipment

Weight

Total