Player's Name

Character's Name

Alignment

Class

Level

Armour Class

Hit Dice

Hit Points

Portrait

Abilities

		Adjustments
	Strength	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
Roll													

Melee	Missile

Biographical Details

Age:

Gender:

Height:

Weight:

Homeland:

Coins

pp:

gp:

ep:

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

Equipment	Weight
Total	

First 5 Fantasy Roleplaying