

Class:	Level:
Race:	Alignment:
Gender:	Ht/WT:
Age:	Features:



P		Score	Saving Throw Category	Mod	TN
	Str		Paralysis & Constriction		
	Dex		Breath Weapon & Traps		
	Con		Disease, Energy Drain, & Poison		
	Int		Arcane Magic & Illusion		
	Wis		Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph		
	Cha		Death Attack, Charm, & Fear		

Hit Points		AC	
Current	Total	Armor:	
		Shield:	
		Dex Mod:	
		Magic:	
	Misc:		
Max	Enc:		

Weapon	BtH	Dmg	Range	Enc
Special:				

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Equipment Carried

Item	Wt	Enc

Encumbrance Total: _____

Encumbrance Rating=8+Str Mod

Category	Weight
None	0-1xER
Light	1xER-2xER
Moderate	2xER-3xER
Heavy	3xER-4xER
Overburdened	4xER-5xER
Maximum	5xER

Effects of Encumbrance

Category	Movement Rate	Physical Attribute Checks	AC
None	Nil	Nil	Nil
Light	-1/4	-1	-1
Moderate	-1/2	-2	-2
Heavy	-3/4	-4	-4
Overburdened	1 Foot	-8	-8

Movement Rate: _____

Category	Movement Rate
None	
Light	
Moderate	
Heavy	
Overburdened	1 Foot

Money & Treasure

Coins	Gems
CP:	
SP:	
GP:	
PP:	
Art Objects	

Notes

Experience

Current:
Next:





Spells

Saving Throw CL = Caster Level

Level	Spells/Day	Bonus
0		x
1		
2		
3		
4		
5		
6		
7		
8		
9		

Zero

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

First

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

Second

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

Third

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

Fourth

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

Fifth

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

Sixth

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

Seventh

1
2
3
4
5
6
7
8

9
10
11
12
13
14
15

Eighth

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

Ninth

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15



By Chuck Morris