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

PP:

GP:

EP:

SP:

CP:

Other:

Equipment

Abilities

Experience

Player's Name

Castle Keeper:

Date:

Needed for next level: _____