Equipment:

Encumberance:

Spells	# Lvl 1	# Lvl 2	# Lvl 3	# Lvl 4	# Lvl 5	# Lvl 6	# Lvl 7	# Lvl 8	# Lvl 9

Level 1	Level 2	Level 3
Level 4	Level 5	Level 6
Level 7	Level 8	Level 9

NAME: _____ **RACE:** _____

CLASS: _____ **LEVEL:** _____

INIT

	Score		Bonus
STR		Melee To Hit/Damage	
DEX		Missile To Hit/AC Adjust/Init	
CON		HP Mod	
INT		Max Lang/Max Spell	
WIS		Add Spells	
CHA		Max Hire	

HP **WOUNDS** **Move**

Melee To Hit **Missile To Hit** **AC**

Saving Throw

Bonus Save

Bonus Save

Bonus Save

HD	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9 HD	10 HD	11 HD	12 HD	13 HD
To Turn													

Abilities Bonuses

Name/Attribute	Bonus

Innate Abilities:

Experience:

Next Experience Level:

XP Bonus

Equipment:

Encumberance:

NAME: _____ **RACE:** _____

CLASS: _____ **LEVEL:** _____

INIT

	Score		Bonus
STR		Melee To Hit/Damage	
DEX		Missile To Hit/AC Adjust/Init	
CON		HP Mod	
INT		Max Lang/Max Spell	
WIS		Add Spells	
CHA		Max Hire	

HP **WOUNDS** **Move**

Melee To Hit **Missile To Hit** **AC**

Saving Throw

Bonus Save

Bonus Save

Bonus Save

HD	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9 HD	10 HD	11 HD	12 HD	13 HD
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Abilities Bonuses

Name/Attribute	Bonus

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XP Bonus