

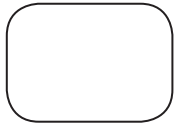
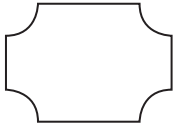
Player's Name

Character's Name

Alignment

Class

Level



Armour Class

Hit Dice

Hit Points

Portrait

Biographical Details

Age:

Gender:

Height:

Weight:

Hometown:

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

Adjustments

Saving Throws

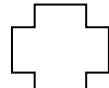
Roll equal to or above the score listed to make your save.

Strength

melee to hit & damage  
open door rolls

Dexterity

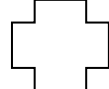
missile to hit  
Armour Class



Death

Constitution

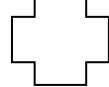
rolling hit dice for hit  
points



Wands

Intelligence

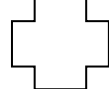
bonus languages



Paralysis

Wisdom

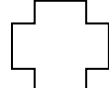
magic-based saving  
throws



Breath

Charisma

reaction rolls  
retainer morale



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