



		Title	
		Height	Weight
		Gender	
Race		Hair	Eyes
		Age	
Class	Level	Liege / Deity	Alignment
Homeland		Lineage	
Languages			
Racial Abilities			

Primary

Attributes	Value	MOD	Saving Throw
<input type="radio"/> STRENGTH	_____	<input type="text"/>	Paralysis & Constriction
<input type="radio"/> DEXTERITY	_____	<input type="text"/>	Breath Weapon & Traps
<input type="radio"/> CONSTITUTION	_____	<input type="text"/>	Disease, Energy Drain, & Poison
<input type="radio"/> INTELLIGENCE	_____	<input type="text"/>	Arcane Magic & Illusion
<input type="radio"/> WISDOM	_____	<input type="text"/>	Confusion, Divine Magic, Gaze Attack, Petrification, & Polymorph
<input type="radio"/> CHARISMA	_____	<input type="text"/>	Death Attack, Charm, & Fear

Class Abilities

Armor Class



= 10 +

Armor	Shield	DEX	Misc.
_____	_____	_____	_____

Armor & Protection

Hit Die _____

Melee Bonus

=

STR	Level Bonus	Misc.
_____	_____	_____

Ranged Bonus

=

DEX	Level Bonus	Misc.
_____	_____	_____

Move

log x 2
Run/Sprint x 4

Hit Points

Weapon	Bonus To Hit	Damage	Bonus to Damage	Range	Notes

Mount / Animal Companion

Possessions At-Hand

AC

Type _____

Name _____

Move

Attacks _____

Hit Points

Saves _____

Special _____

Gold
Silver
Platinum
Copper

