Character Name		Player Name			

MAGE
Level =

- STR-
- DEX-
- CON-
- INT-
- WIS-
- CHR-

STR Bonus			
	To hit	Damage	carry

DEX bonus		
	Missile hit	AC adjust

CON bonus		
	Hit Point	Raise Dead

INT bonus	
	Languages

CHR bonus	
	Max Hirelings

RACE

ALIGN

AC

HP

Current HP

Saving Throw

Max Spell Level	Chance To Learn	Min/Max

Spell Level 1

Spell Level 2

Spell Level 3

Spell Level 4

Magic User Items
Spell book &
Components
(Circle 1 weapon)
Staff (1d6)
Dagger (1d3)
Darts (1d3)
(x3 round)
OOOOO
OOOOO

Misc
back pack – 2 small sacks –
2 large sacks
lg & sm pouch for belt
2 wks iron rations
2 water skins
Boots, robe, hat, belt cloak,
girdle
tinderbox – 6 torches

Character Name

Player Name

DRUID
Level =

- STR-
- DEX-
- CON-
- INT-
- WIS-
- CHR-

STR Bonus			
	To hit	Damage	carry

DEX bonus		
	Missile hit	AC adjust

CON bonus		
	Hit Point	Raise Dead

INT bonus	
	Languages

CHR bonus	
	Max Hirelings

RACE

ALIGN

AC

HP

Current HP

Saving Throw

Spell Level 1	**Druid Items**
	Components
	(Circle 2 weapons)
	Club (1d6)
	Dagger (1d4)
	Hammer (1d4+1) ○○○○○○
	Scimitar (1d8) ○○○○○○
	Sling (1d4) ○○○○○○
	Spear (1d6) ○○○○○
	Staff (1d6)
Spell Level 2	
	Darts (1d3) ○○○○○
	(x3 round) ○○○○○
	Misc
	back pack – 2 small sacks – 2 large sacks
Spell Level 3	lg & sm pouch for belt
	2 wks iron rations
	2 water skins
	Boots, robe, hat, belt cloak, girdle
Spell Level 4	tinderbox – 6 torches
	Leather armor (AC 12)
	Wooden shield (AC +1)
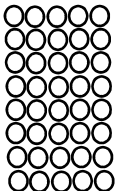
Character Name		Player Name			Thief / Assassin Level =

- STR- [ ]

STR Bonus			
	To hit	Damage	carry

- DEX- [ ]

- CON- [ ]

DEX bonus		
	Missile hit	AC adjust

- INT- [ ]

- WIS- [ ]

CON bonus		
	Hit Point	Raise Dead

- CHR- [ ]

INT bonus	
	Languages

RACE [ ]

ALIGN [ ]

CHR bonus	
	Max Hirelings

AC [ ]

HP [ ]

Current HP [ ]

Saving Throw [ ]

Thief - Weapons Armor Misc
back pack – 2 small sacks – 2 large sacks
lg & sm pouch for belt
2 wk iron rations – 2 water skins
boots – robe – hat – belt – cloak – girdle
tinderbox – 6 torches
12 spikes 50' rope
thieves tools
leather Armor AC12

Weapons Melee (circle one)
short sword (1d6)
Long sword (1d8)
Dagger (1d4)
Club (1d6)
Weapons Range (circle one)
Sling - Bullet 1d4+1 (1 round)
Sling - Stone 1d4 (1 round)
10 Darts (1d3) (x3 round)

Level	Total	DEX adjust	Race adjust
Pick pockets			
Open locks			
Find remove traps			
Move Silently			
Hide shadows			
Hear noise			
Climb walls			

○○○○○○ ○○○○○ 24 MAX
○○○○○○ ○○○○○ bullets/stones/arrows

Character Name

Player Name

Fighter
Ranger
Paladin

Level =

- STR-
- DEX-
- CON-
- INT-
- WIS-
- CHR-

STR Bonus			
	To hit	Damage	carry

DEX bonus		
	Missile hit	AC adjust

CON bonus		
	Hit Point	Raise Dead

INT bonus	
	Languages

CHR bonus	
	Max Hirelings

RACE

ALIGN

AC

HP

Current HP

Saving Throw

Circle Armor (Add DEX Bonus)
16 = plate
15 = splint/scale
14 = chain
13 = studded leather /ring mail
12 = leather/padded
11 = shield (+1)
10 = No armor

Weapons   Melee: p37 select 4

Weapons   Range (circle one):
Max arrows/bolts = 40
Long or short bow 1d6 (x2 round)
Crossbow heavy 1d6+2 (½ round)
Cross bow light 1d4+1 (1 round)

Misc
back pack
2 small sacks – 2 large sacks
lg & sm pouch for belt
2 wk iron rations 2 water skins
boots – robe – hat – belt
cloak – girdle
1d6 tinderbox & 6 torches
12 spikes 50' rope
6 flasks oil - Hooded lantern
3 vials holy water

Fighter / Ranger / Paladin
Class & Race Abilities

Arrows/Bolts

Character Name		Player Name			Cleric Level =	

- STR-
- DEX-
- CON-
- INT-
- WIS-
- CHR-

RACE
ALIGN

STR Bonus			
	To hit	Damage	carry

DEX bonus		
	Missile hit	AC adjust

CON bonus		
	Hit Point	Raise Dead

INT bonus	
	Languages

CHR bonus	
	Max Hirelings

AC

HP

Current HP

Saving Throw

Circle Armor (Add DEX Bonus)
16 = plate
15 = splint/scale
14 = chain
13 = studded leather /ring mail
12 = leather/padded
11 = shield (+1)
10 = No armor

Weapons Melee:
Mace (1d6+1_
Hammer (1d4+1)
Club (1d6)
Staff (1d6)
*Flail (1d8)
*War hammer (1d8)
*= 2 hand (no shield)

Weapons   Range (circle one):
sling
Bullet 1d4+1 (1 round)
Stone 1d4 (1 round)

CLERIC - Misc
back pack
2 small sacks – 2 large sacks
lg & sm pouch for belt
2 wk iron rations 2 water skins
boots – robe – hat – belt
cloak – girdle
1d6 tinderbox & 6 torches
12 spikes 50' rope
6 flasks oil - Hooded lantern
3 vials holy water

Bullets/stones

Spell Level 1

Spell Level 2

Spell Level 3

Spell Level 4