Character's Name		Alignment	
Class	Level	Race	
Age		Gender	Character Sketch or Symbol
ABILIT	IES:		
STRENGTH	Adjusti	ments	
INTELLIGEN	CE Adjusti	ments	Armor Class
WISDOM	WISDOM Adjustme		
DEXTERITY		e to-hit	Hit Points
CONSTITUT	ON HP bo	nus	Base Hit Bonus
CHARISMA	Hireli	ngs / Loyalty	Saving Throw
NCUMBRANCE:		MOVE	RATE:
NGUAGES:			
Weapon in hand		Damage	
Weapon		Damage	
Weapon		Damage	
Weapon		Damage	

EQUIPMENT CARRIED				
NORMAL ITEMS	MAGIC ITEMS			
SPECIAL SKILLS: Spells, Turn undead, Racial bonuses, etc.				
MONEY and TREASURE	EXPERIENCE			
GEMS/JEWELS:				
GP:				
SP: CP:	Percent Adjustment:			
TOTAL VALUE:	Needed for next level:			