



Character Sketch or Symbol

NAME

DESCRIPTION:

SPEED

You can move this many squares per turn.

INITIATIVE

When combat starts, the one with the highest initiative goes first.

ATTACK & DAMAGE

WEAPON	ROLL TO ATTACK d20 _____	ROLL FOR DAMAGE
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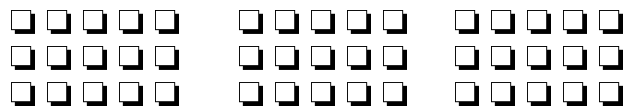
When you attack, roll the 20-sided die and add the bonus. If you roll the monster's Armor Class or higher, you hit. Roll other dice for damage. Damage reduces the monster's hit points.

ARMOR CLASS

Monsters need to roll your Armor Class or better on their attack rolls to hit you.

HIT POINTS

If you run out of hit points, you fall unconscious.



SKILLS

When you use a skill, roll the 20-sided die and add or subtract, as the skill says. If you roll high enough, you succeed.

The Dungeon Master knows how high you need to roll.

DIPLOMACY

d20 _____

WHAT TO USE THIS SKILL FOR: Convince and persuade others.

DISABLE DEVICE

d20 _____

WHAT TO USE THIS SKILL FOR: Jam or disarm traps.
(Only rogues have this skill.)

HIDE

d20 _____

WHAT TO USE THIS SKILL FOR: Onceal yourself so that others can't see you.

LISTEN

d20 _____

WHAT TO USE THIS SKILL FOR: Hear monsters on the other side of a dungeon door.

MOVE SILENTLY

d20 _____

WHAT TO USE THIS SKILL FOR: Sneak around quietly.

OPEN LOCK

d20 _____

WHAT TO USE THIS SKILL FOR: Pick a lock.
(Only rogues have this skill.)

SEARCH

d20 _____

WHAT TO USE THIS SKILL FOR: Locate secret doors and hidden treasure.

SPOT

d20 _____

WHAT TO USE THIS SKILL FOR: Notice monsters lurking in the shadows.

SAVING THROWS

When you make a saving throw, roll the 20-sided die and add or subtract as shown.

FORTITUDE

d20 _____

To resist poison, stunning, etc.

REFLEX

d20 _____

To avoid fiery traps, dragon breath, etc.

WILL

d20 _____

To resist mental attacks.

FEATS

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NAME

RACE: _____

CLASS: _____

LEVEL: _____

ALIGNMENT: _____

ABILITY SCORES

STRENGTH

SCORE

MODIFIER

BONUS/PENALTY APPLIES TO: Melee attack and damage, kicking down doors.

DEXTERITY

SCORE

MODIFIER

BONUS/PENALTY APPLIES TO: Armor Class, ranged attacks, Reflex saving throws, Hide, Move Silently, and Open Lock skills.

CONSTITUTION

SCORE

MODIFIER

BONUS/PENALTY APPLIES TO: Hit points, Fortitude saving throws.

INTELLIGENCE

SCORE

MODIFIER

BONUS/PENALTY APPLIES TO: Disable Device and Search skill.

WISDOM

SCORE

MODIFIER

BONUS/PENALTY APPLIES TO: Listen and Spot skills, Will saving throws.

CHARISMA

SCORE

MODIFIER

BONUS/PENALTY APPLIES TO: Diplomacy skill.

GOLD PIECES (gp)

EXPERIENCE POINTS (XP)

GEAR

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ARMOR & WEAPONS

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