DUNGEONS & DRAGONS

The Nice Company

Character Name

Player Name : _____

RACE	GENDER	RELIGION / DEITY	AGE
			EYES
CLASS	LEVEL	BACKGROUND	HEIGHT
			WEIGHT
ORIGIN	ALIGNMENT	SPECIALTY	HAIR
			SKIN

STR STRENGTH — Hit/damage

DEX DEXTERITY — AC/range/init

CON CONSTITUTION — Hit point

INT INTELLIGENCE — Languages

WIS WISDOM — Saving throw

CHA CHARISMA — Reaction retain/moral

ARMOR CLASS

BASE	DEX	SHIELD	DESCRIPTION

XP _____ % Bonus Next level

KARMA	Max 6
SPEED	/

MAX

HIT POINTS

HIT DICE

ATTACKS

WEAPON (RANGE)	BONUS	DAMAGE / TYPE	AMMUNITION

SAVINGS THROWS

- Poison Death Ray
- Magic Wand
- Turn to Stone Paralysis
- Dragon Breath
- Spell or Magic Staff

SKILLS & LANGUAGES

MAGIC EQUIPMENT / SPELLS

TREASURES

Platinum :	5 GP
Gold :	1 GP
Electrum :	.5 GP
Silver :	.1 GP
Copper :	.01 GP