

MONSTERS & MAGIC

Character Record Sheet

NAME	PLAYER	RACE
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CLASS	LEVEL	MOVE	ARMOUR CLASS	PHYSICAL H.P.	MENTAL H.P.	HERO POINTS
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STR <hr/> <i>Modifier</i>	DEX <hr/> <i>Modifier</i>	CON <hr/> <i>Modifier</i>	INT <hr/> <i>Modifier</i>	WIS <hr/> <i>Modifier</i>	CHA <hr/> <i>Modifier</i>
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TRAITS

EFFECTS

Minor (+2) _____
Major (+4) _____
Extreme (+6) _____

CONSEQUENCES

Minor (-2) _____
Major (-4) _____
Extreme (-6) _____

OTHER ADVANCEMENTS

Weapon	WEAPONS	Damage	Weight
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

LANGUAGES

GOLD

Treasure Points

EXPERIENCE

Armour	ARMOUR	Bonus	Weight
_____	_____	_____	_____
_____	_____	_____	_____

MAGICAL ITEMS

Item	ITEMS	Uses	Weight
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Wt. carried: _____ *Encumbrance:* _____

ALIGNMENT & GOALS

Alignment: _____
Focus: _____
Drift: _____
Goal: _____