

Roll 3 six-sided and 3 eight-sided dice and note their results here.



As each worksheet comes to you, note your choices and what you've gained (and lost) along the way...

 YOUR YOUTH

 YOUR FIRST ADVENTURE

WITH:

 ITS SWEET REWARD

 A NARROW ESCAPE

WITH:

 ITS BITTERSWEET REWARD

 A FRIENDLY RIVALRY

WITH:

...and when your story is known,  
your character sheet is ready.

STRENGTH: +5 ⇒

DEXTERITY: +5 ⇒

CONSTITUTION: +5 ⇒

INTELLIGENCE: +5 ⇒

WISDOM: +5 ⇒

CHARISMA: +5 ⇒

EXPERIENCE POINTS

SKILLS

NAME:

PLAYER:

CLASS:

LEVEL:

ALIGNMENT:

EXPERIENCE:

BASE ATTACK BONUS:

INITIATIVE

STRENGTH

melee to hit  
melee damage

DEXTERITY

ranged to hit  
armor class  
initiative

CONSTITUTION

hit points  
per level

INTELLIGENCE

languages  
known

WISDOM

save vs mind  
control

CHARISMA

max # of allies



ARMOR  
CLASS



FORTUNE  
POINTS



HIT  
POINTS

SKILLS:

CLASS ABILITIES:

SAVING THROWS



POISON



BREATH  
WEAPON



POLYMORPH



SPELL



MAGIC ITEM

FRIENDS, HIRELINGS, ALLIES:

WEAPONS



to hit damage



to hit damage



to hit damage



to hit damage

EQUIPMENT:

GRIZZLED  
ADVENTURERS