

Character: _____ Played by: _____

Race: _____ Class/Kit: _____ Levels: _____

Align.: _____ Sex: _____ Age: _____ Ht: _____ Wt: _____ Hair: _____ Eyes: _____

Homeland: _____ God/Religion: _____

Family/Race/Clan: _____ # of Siblings: _____ Birth Rank: _____

Social Class: _____ Status: _____ Liege/Patron: _____

Honor: _____ (Base Honor: _____) Reaction Adj.: _____

Appearance: _____

ABILITY SCORES

STR	HIT PROB	DMG ADJ	WGT ALLOW	MAX PRESS	OP DRS	BB/ LG
DEX	RCTN ADJ		MISSLE ATT ADJ		DEF ADJ	
CON	HP ADJ	SYS SHOCK	RES SURV	POIS SAVE	REGEN	
INT	NO OF LANG	SPELL LVL	LRN SPELL	SPELLS /LVL	SPELL IMMUN	
WIS	MAG DEF ADJUS	BONUS SPELLS	SPELL FAIL	SPELL IMMUN		
CHR	MAX NO HENCH		LOY BASE		RCTN ADJ	

HITPOINTS

Hit Die: _____
Regen Rate: _____

EXPERIENCE

CURRENT XP	XP GOAL

Rear: _____
Shieldless: _____
Surprised: _____
Armor: _____
Shield: _____
Defenses: _____

ARMOR CLASS

MOVEMENT

BASE RATE		
Light		
Moderate		
Heavy		
Severe		
Jog	x2	
Run	x3	
Run	x4	
Run	x5	

SAVING THROWS

PARALYZE, POISON, DEATH ROD, STAFF OR WAND	_____
PETRIFY/ POLYMORPH	_____
BREATH WEAPON	_____
SPELLS	_____
Modifier	Save

WEAPON COMBAT

WEAPONS	# OF ATT	ATTACK ADJ/ DAMAGE ADJ	THAC0	DAMAGE SM/L	RANGE	WGT	SIZE	TYPE	SPD
		/		/					
		/		/					
		/		/					
		/		/					
		/		/					
		/		/					

AMMUNITION

PRIMARY	
SECONDARIES	

SUPPLIES

RATIONS	WATER
FEED	

WEALTH

CP:
SP:
EP:
GP:
PP:

PROFICIENCIES/SKILLS/ LANGUAGES/SPECIAL ABILITIES

MAGICAL ITEMS

ACTIVE ITEMS

HEAD: _____

NECK: _____

BACK: _____

CHEST: _____

ARMS: _____

GLOVES: _____

RING: _____

RING: _____

BELT: _____

BOOTS: _____

OTHER ITEMS

GEAR

FOLLOWERS/ANIMAL COMPANIONS/MOUNTS

NOTES:

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NOTES:

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NOTES: