



2nd Edition

Align. \_\_\_\_\_ Race \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_ **PLAYER CHARACTER RECORD**

**Player's Name** \_\_\_\_\_ **Family** \_\_\_\_\_ **Race/Clan** \_\_\_\_\_

**Homeland** \_\_\_\_\_ **Liege/Patron** \_\_\_\_\_ **Religion** \_\_\_\_\_

**Sex** \_\_\_\_\_ **Age** \_\_\_\_\_ **Social Class** \_\_\_\_\_ **Status** \_\_\_\_\_

Ht.	Wt.	Birth Rank	# Siblings
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Hair	Eyes	Appearance
Black	Blue	Medium
Brown	Green	Medium
Red	Yellow	Medium
Black	Blue	Medium
Brown	Green	Medium
Red	Yellow	Medium

**Honor** \_\_\_\_\_ (**Base Honor** \_\_\_\_\_ ) **Reaction Adjustment** \_\_\_\_\_

## ABILITIES

	<b>STR</b>	Hit Prob	Dmg Adj	Wgt Allow	Max Press	Op Drs	BB/LG
	<b>DEX</b>	Rctn Adj		Missile Att Adj		Def Adj	
	<b>CON</b>	HP Adj	Sys Shk	Res Sur	Pois Save	Regen	
	<b>INT</b>	No of Lang	Spell Level	Lrn Spell	Spells/Level	Spell Immun	
	<b>WIS</b>	Mag Def Adjus	Bonus Spells	Spell Fail		Spell Immun	
	<b>CHR</b>	Max No Hench		Loy Base		Rctn Adj	
	<b>RGT</b>	Normal Shot		Called Shot		Ranged Shot	AC Adj.

## MOVEMENT

Base Rate	
Light ( )	_____
Mod ( )	_____
Hvy ( )	_____
Svr ( )	_____
Jog ( x2 )	_____
Run ( x3 )	_____
Run ( x4 )	_____

## SAVING THROWS

_____	<b>Paralyze/ Poison</b>	_____
_____	<b>Rod, Staff, or Wand</b>	_____
_____	<b>Petrify/ Polymorph</b>	_____
_____	<b>Breath Weapon</b>	_____
<b>Modifier</b>	<b>Spells</b>	<b>Save</b>

## Defenses

Adjusted AC	Armor Type (Pieces)
Surprised _____	_____
Shieldless _____	_____
Rear _____	_____

## HIT POINTS

## Wounds

## WEAPON COMBAT

[illegible]

## Special Attacks

**Ammunition:** \_\_\_\_\_ ☐ ☐ ☐ ☐ ☐ ☐

[illegible][illegible]

## Special Abilities

### Proficiencies/Skills/Languages

( / ) ( / )

( / ) ( / )

( / ) ( / )

( / ) ( / )

( / ) \_\_\_\_\_ ( / ) \_\_\_\_\_

( / ) ( / )

( / )

( / ) \_\_\_\_\_ ( / ) \_\_\_\_\_

$$\frac{(\quad / \quad)}{(\quad / \quad)} = \frac{(\quad / \quad)}{(\quad / \quad)}$$
$$\frac{\left(\frac{1}{\lambda}\right)}{\left(\frac{1}{\lambda}\right)} = \frac{\left(\frac{1}{\lambda}\right)}{\left(\frac{1}{\lambda}\right)}$$
$$\frac{\left(\frac{1}{\lambda}\right)}{\left(\frac{1}{\lambda}\right)} = \frac{\left(\frac{1}{\lambda}\right)}{\left(\frac{1}{\lambda}\right)}$$
$$\frac{\left( \frac{1}{\sqrt{2}} \right)}{\left( \frac{1}{\sqrt{2}} \right)} = \frac{\left( \frac{1}{\sqrt{2}} \right)}{\left( \frac{1}{\sqrt{2}} \right)}$$

\_\_\_\_\_

## Gear

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt

## Supplies

Water/Wine	
□□□□□	□□□□□
□□□□□	□□□□□
Rations	
□□□□□	□□□□□
□□□□□	□□□□□
□□□□□	□□□□□
□□□□□	□□□□□
□□□□□	□□□□□
Healing Potion	
□□□□□	□□□□□
□□□□□	□□□□□

## Experience

## Treasure

### Coins

### Gems

### Other Valuables

## Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)

## Henchmen/Animal Companions

Name	AC	Race/Class	HD/Lvl	#ATTHAC0	Dmg/Effects	hp	Skills/Abilities
Background							
Background							
Background							