



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	Brown	Medium build
Brown	Blue	Tall
Blonde	Green	Short
Grey	Purple	Average
Red	Yellow	Slender
White	Pink	Robust
Black	Brown	Medium build
Brown	Blue	Tall
Blonde	Green	Short
Grey	Purple	Average
Red	Yellow	Slender
White	Pink	Robust

Honor _____ (**Base Honor** _____) **Reaction Adjustment** _____

ABILITIES

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

MOVEMENT

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

SAVING THROWS

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

Defenses

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

HIT POINTS

Wounds

WEAPON COMBAT

[illegible]

Special Attacks_____

Ammunition: _____ ☐ ☐ ☐ ☐ ☐ ☐

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[illegible]

Special Abilities

Proficiencies/Skills/Languages

(/) (/)

(/) (/)

(/) (/)

(/) (/)

(/) _____ (/) _____

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(/) _____ (/) _____

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Gear

[illegible]

Supplies

Water/Wine

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Ratios

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Healing Potion

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Experience

Treasure

Coins



Gems



Other Valuables

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

Henchmen/Animal Companions

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