

Character _____
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 _____
Hair _____ Eyes _____ Appearance _____
Honor _____ (Base Honor _____) Reaction Adjustment _____

ABILITIES

| | | | | | | |
|-----|---------------|--------------|-----------------|---------------|-------------|----------|
| STR | Hit Prob | Dmg Adj | Wgt Allow | Max Press | Op Drs | B B/ L G |
| DEX | Rctn Adj | | Missile Att Adj | | Def Adj | |
| CON | HP Adj | Sys Shk | Res Sur | Pois Save | Regen | |
| INT | No of Lang | Spell Lvl | Lrn Sp | Spells/ Level | Spell Immun | |
| WIS | Mag Def Adjus | Bonus Spells | Spell Fail | Spell Immun | | |
| CHR | Max No Hench | Loy Base | Rctn Adj | | | |

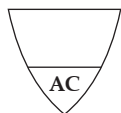
MOVEMENT

| | |
|-------------|--|
| Base Rate | |
| Light () | |
| Mod () | |
| Hvy () | |
| Svr () | |
| Jog (× 2) | |
| Run (× 3) | |
| Run (× 4) | |
| Run (× 5) | |

SAVING THROWS

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

ARMOR



Adjusted AC _____
Surprised _____
Shieldless _____
Rear _____

Armor Type (Pieces) _____

Defenses _____

HIT POINTS

Wounds

WEAPON COMBAT

| Weapon | #AT | Attack Adj/Dmg Adj | THAC0 | Damage (SM/L) | Range | Weight | Size | Type | Speed |
|--------|-----|--------------------|-------|---------------|-------|--------|------|------|-------|
| | | | | / | | | | | |
| | | | | / | | | | | |
| | | | | / | | | | | |
| | | | | / | | | | | |
| | | | | / | | | | | |
| | | | | / | | | | | |

Special Attacks _____

Ammunition: _____
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Special Abilities

Proficiencies / Skills / Languages

