

Character name : _____

Alignment : _____ Race _____ Sex _____

Height : _____ Weight _____ Age _____

Hair : _____ Eyes : _____

Appearance (con+cha/2): _____ Perception (int+wis+cha/3) : _____

Classes : _____ ☐ _____ ☐

Religion : _____

BirthPlace : _____

Hitpoints	Wounds

Abilities and Attributes

<input type="checkbox"/>	STR	Hit Dam. Wgt All. Max pr. Doors BB/LG
<input type="checkbox"/>	DEX	Reaction adj. Missile att. Defense adj.
<input type="checkbox"/>	CON	HP adj. Sys chock. Resurr. Poison Regen.
<input type="checkbox"/>	INT	#Lng Spell level %Learn Spells/Lvl Imm.
<input type="checkbox"/>	WIS	Magic Bonus spells %Fail Immunity
<input type="checkbox"/>	CHA	Max Henchmen Loyalty base Reaction adj

Saving Throws

_____	Paralysatn/Poison	_____
_____	Rod/Staff/Wand	_____
_____	Petrification/ Polymorph	_____
_____	Breath weapon	_____
_____	Spells	_____

Weapon	AT#	Adj Att /Dam	THAC0	Damage (SM/L)	Range	Weight	Size	Type	Speed

Languages	Special Items	Armor Pieces Worn

Armor class

Total	W/O Magic : _____
	Surprised : _____
	Shieldless : _____
	Rear : _____

Skills/Powers/Abilities

Proficiencies

	(/)
	(/)
	(/)
	(/)
	(/)
	(/)
	(/)
	(/)
	(/)
	(/)
	(/)
	(/)

Movement

	Wgt	Mov	Dex/ Thac0
Base	()		
Light	<)		-1
Moder	<)		-2
Heavy	<)		-4
Severe	<)		-8
Jog	(x2)		
Run	(x3)		
Run	(x4)		
Run	(x5)		
Retreat	(1/3)		
flight	(x2)		

Backpack

[illegible]

Ratios

[illegible]

Ammo

Type		
Qty		

Experience

Treasure

	CP	Gems
	SP	
	GP	
	PP	
Other Treasures		

Miscellaneous Information

[illegible]

Henchmen/Animal Companions

[illegible]