Name:______________________ Class:______________________ Level:____________

Player:__________ Race:____________ Sex:______ Age:_______ Height:__________ Weight:__________ ALignment:__________

Eyes:__________ Hair:__________ Hair Style:________________ Skin:____________ Homeland:______________________

Appearance/ Features:____

Sta	Mus	STR		Hit	Dam	Weight	Max	Doors	Bb/Lg
Aim	Bal	DEX		React		Missle		Defense	
Hlth	Fit	CON		Ht Pnt	SS	Res	Poison	Regen	
Res	Know	INT		Prof	Spell Lvl	%Learn	Spl Per Lvl	Immune	
Int	Will	WIS		Mgc Def	Bonus		%Failure	Immune	
Lead	App	CHA		Henchmen		Loyalty		Reaction	

Move:

Base: ______

Jog x 2: ______

Run x 3: ______

Race x 4 s-4: ______

Sprint x 5 s -8: ______

Swim: ______

Inside x 10ft / Outside x 10yd

Saving Throws:

Base		Mod
____	Para/Pois/Death	____
____	Rod/Stave/Wand	____
____	Petr/Polymorph	____
____	Breath	____
____	Spell	____

Bonus ______________

AC

Armor:______________

HP

MAX

Injuries: ______________

Hit Bonus: ______________

MAC: __________ PSP's: __________

Mhit Bonus: ______________

Character Points: ______________

Weapon	#Att	+Att/ Dmg	Damage SM / L	Range PB / S / M / L	Type	Size	Speed	Special
				/ / /				

Ammunition::

Weapons:

Ranger Abilities: Climb Walls ____

Detect Noise ____ Move Silently ____

Find/ Remove ____ Hide Shadows ____

weapon Style: ______________

Block	______	Throw	______
Kick	______	Weapon	______
Lock	______	Slash	______
Mvmnt	______	Blunt	______
Mvmnt2	______	Pierce	______
Strike	______	Men/Phy	______
Skill	______		

Spell Points ____

Spells per Lvl ____ Max Lvl ____

1st: 4/8	2nd: 6/12	3rd: 10/20
4th: 15/30	5th: 22/44	6th: 30/60
7th: 40/80	8th: 50/100	9th: 60/120

Proficiencies:

Abilities/ Traits: