Name:_____ Class:_____ Level:_____

Player:_____ Race:_____ Sex:_____ Age:_____ Height:_____ Weight:_____ ALignment:_____

Eyes:_____ Hair:_____ Hair Style:_____ Skin:_____ Homeland:_____

Appearance/ Features:_____

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

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 +2 / - / -2 / -5	Type	Size	Speed	Special

Ammunition:

_____ _____

_____ _____

_____ _____

Weapons:

_____

_____

_____

_____

_____

_____

_____

_____

weapon Style: _____

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

Thieving Abilities

Backstab	_____
Pick Pockets	_____
Detect Noise	_____
Open Locks	_____
Escape Bonds	_____
Tunneling	_____
Bribe	_____
Detect Illusion	_____
Find/ Remove	_____
Scroll Use	_____
Move Silently	_____
Hide In Shadows	_____
Detect Magic	_____
Read Languages	_____
Climb Walls	_____

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: