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: ______________

Thac0: ______________

MAC: __________ PSP's: __________

MThac0: ______________

Character Points: ______________

Weapon	#Att	+Att/ Dmg	Thac0	Damage SM / L	Range x 5 yd 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	____		

Abilities/ Traits:

Style Benefits:

Martial Arts Style ______________

Block	____	Throw	____
Kick	____	Vital Area	____
Lock	____	Weapon	____
Movement	____	Mental/ Physical	____
Strike	____	Training	

Proficiencies: