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
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 PB / S / M / L +2 / - / -2 / -5	Type	Size	Speed	Special

Weapons:

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

Spell Points ____ Spells per Lvl ____ Max Lvl ____

Martial Arts Style _____

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

Proficiencies:

Abilities/ Traits: