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: _____

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:

_____

_____

_____

_____

_____

_____

_____

_____

_____

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 ____

_____

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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:

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Abilities/ Traits:

_____ _____ _____ _____ _____

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_____ _____ _____ _____ _____