Character: _____

Player: _____ Race: _____ Subrace: _____
Class: _____ Kit: _____ Level: _____ Limit: _____
Align: _____ Religion: _____ Soc.Class: _____ Cost: ×_____
Age: _____ Sex: ___ Ht: _____" Wt: _____lbs Hair: _____ Eyes: _____
Appearance: _____

Ability Scores

____ STR	Hit: ____	Dmg: ____	Wgt: ____	Press: ____	Doors: ____	BB/LG: ____	
____ DEX	Armr Adj: _____	Rctn Adj: _____	Msl Att Adj: _____	Def Adj: _____			
____ CON	HP Adj: ____	Sys Shk: ____	Res Sur: ____	Pois Save: ____	Reg: ____		
____ PER	Max #Lngs: _____	See Detail: _____	Hr Noise: _____	Surprise: _____			
____ INT	Illu Def: _____	Sp Lvl: _____	Lrn Sp: _____	Sp/Lvl: _____	Immun: _____		
____ WIS	Charm Def: _____	Bonus Sps: _____	Sp Fail: _____	Immun: _____			
____ MAN	Max #Henchmen: _____	Mental Resistance: _____					
____ CHR	Loylty Base: _____						
____ CMS	Encntr React: _____				___SPs: _____ /_____		

Encumbrance	light			moderate			heavy			severe		
Move:	____	____	____	____	____	____	____	____	____	____	____	____
Weight:	____	____	____	____	____	____	____	____	____	____	____	____

Armor Class				**Armor**	total	DP	left
Slash:	_____	Touch:	_____	_____	_____	_____	
Pierce:	_____	Shield:	_____	_____	_____	_____	
Bludge:	_____	Dex Bns:	_____	_____	_____	_____	

THAC0		**#Attacks**		**to Hit Bonus**		**Damage Bonus**	
Natural:	_____	Natural:	_____	Melee:	_____	Melee:	_____
Kindred:	_____	_____:	_____	Thrown:	_____	Thrown:	_____
Penalty:	_____	_____:	_____	Missle:	_____	_____:	_____

Melee Weapon	#AT	(S/M)-Dmg-(L)		Att-Adj-Dmg		Off-Hnd Adj	Size	Type	Speed
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____

Thrown Weapon	#AT	(S/M)-Dmg-(L)		Att-Adj-Dmg		Range	Size	Type	Speed
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____

Missle Weapon	#AT	(S/M)-Dmg-(L)		Att-Adj-Dmg		Range	Size	Type	Speed
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____
_____	____	_____	_____	_____	_____	_____	___	____	____

Hit Points				**Saving Throws**		Bonus	Poison
Total:	_____	Current HP:	_____	Paral/Pois/Death:	_____	_____	_____
Numb:	_____	Wounds		Rod/Staff/Wand:	_____	_____	Illusn
Useless:	_____	light:	_____	Petrif/Polymorph:	_____	_____	_____
Hit Die:	d____	serious:	_____	Breath Weapon:	_____	_____	Charm
Con Bns:	_____	critical:	_____	Spell:	_____	_____	_____

Racial Abilities

Class Abilities

Non-Weapon Prof. Rel.Ability

Weapon Prof. Spec.

Fighting Styles

Missle/Thrown Weapon Style

Single Weapon Style

Two-Hander Style

Punching

Wrestling

Languages Level

Special Abilities

XP: Bonus: new Lvl: Living: sp