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: ____	
____ INT	#Lng: ____	Sp Lvl: ____	Lrn Sp: ____	Sp/Lvl: ____	Immun: ____	
____ WIS	Magic Def: ____	Bonus Sps: ____	Sp Fail: ____	Immun: ____		
____ CHR	Max No of Henchmen: ____	Loyality Base: ____				
____ CMS	Encounter Reaction Adjustment: ____	Mental Resistance: ____				

Encumbrance light moderate heavy severe

Move: ____ ____ ____ ____ ____ ____ ____ ____ ____ ____ ____ ____
Weight: ____ ____ ____ ____ ____ ____ ____ ____ ____ ____ ____ ____

Armor Class

				Armor	DP	**Armor**	DP
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:	____	____	Dex
Useless:	____	light:	____	Petrif/Polymorph:	____	____	____
Hit Die:	d____	serious:	____	Breath Weapon:	____	____	Mind
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