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

Slash: _____ Touch: _____
Pierce: _____ Shield: _____
Bludge: _____ Dex Bns: _____

Armor	DP	**Armor**	DP
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___

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

Total: _____ Current HP: _____
Numb: _____ Wounds
Useless: _____ light: _____
Hit Die: d____ serious: _____
Con Bns: _____ critical: _____

Saving Throws		Bonus	Poison
Paral/Pois/Death:	_____	_____	_____
Rod/Staff/Wand:	_____	_____	Dex
Petrif/Polymorph:	_____	_____	_____
Breath Weapon:	_____	_____	Mind
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