

Character Name _____ Class _____ Race _____ Level _____ Alignment _____

Deity _____ Place of Origin _____ Sex _____ Age _____ Weight _____

Height _____ Eyes _____ Hair _____ Quirks _____



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Abilities



Str

% Hit	Dam	Open	Bend
Adj	Adj	doors	bars

Resistances _____

Int

Add lang	Know spell	Min # spell	Max # spell
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Detection _____

Wis

Magical att adj	Spell bonus	% Spell Failure
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Languages _____

Dex

Reaction adj	Missile adj	Defense adj
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Saving Throws

Con

Hit Point adj	System shock	Resurrect survival
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Paralyzation poison	Petrification polymorph	Rod, staff wand	Breathe weapon	Spells
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Chr

Max # Hench	Loyalty base	Reaction adj.
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Combat

AC

Armor type _____

HP

Sneaking _____ Swimming _____

Climbing _____ Other _____

Movement Base _____

Experience _____

Weapon	adj	speed	range	Adjusted to hit AC											Damage S-M/L		
				10	9	8	7	6	5	4	3	2	1	0			

Equipment / Spells / Notes

Wealth

PP _____ GP _____ EP _____ SP _____ CP _____ Other _____

Thief Abilities

Pick pocket _____ Hide shadow _____

Open lock _____ Hear noise _____

F/R Trap _____ Climb wall _____

Move silent _____ Read lang _____

Non-Weapon Prof. _____

Turning Undead



Skeleton _____ Zombie _____ Ghoul _____ Shadow _____ Wight _____ Ghast _____ Wraith _____

Mummy _____ Spectre _____ Vampire _____ Ghost _____ Lich _____ Special _____