



Character \_\_\_\_\_  
 Align. \_\_\_\_\_ Race \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_ Deity \_\_\_\_\_

Player's Name \_\_\_\_\_ Family \_\_\_\_\_ Race/Clan \_\_\_\_\_  
 Homeland \_\_\_\_\_ Liege/Patron \_\_\_\_\_ Religion \_\_\_\_\_

Sex \_\_\_\_\_ Age \_\_\_\_\_ Social Class \_\_\_\_\_ Status \_\_\_\_\_  
 Ht. \_\_\_\_\_ Wt. \_\_\_\_\_ Birth Rank \_\_\_\_\_ Background \_\_\_\_\_

Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Appearance \_\_\_\_\_  
 Honor \_\_\_\_\_ (Base Honor \_\_\_\_\_) Reaction Adjustment \_\_\_\_\_

### ABILITIES

STR	Hit Prob	Dmg Adj	Wgt Allow	Max Press	Op Drs	B B/L G
DEX	Rctn Adj	Missile Att Adj	Def Adj			
CON	HP Adj	Sys Shk	Res Sur	Pois Save	Regen	
INT	No of Lang	Spell Lvl	Lrn Sp	Spells/Level	Spel Immun	
WIS	Mag Def Adjus	Bonus Spells	Spell Fail	Spell Immun		
CHR	Max No Hench	Loy Base	Rctn Adj			

### MOVEMENT

Base Rate	
Light (       )	
Mod (       )	
Hvy (       )	
Svr (       )	
Jog ( × 2 )	
Run ( × 3 )	
Run ( × 4 )	
Run ( × 5 )	

### SAVING THROWS

	Paralyze/Poison
	Rod, Staff, or Wand
	Petrify/Polymorph
	Breath Weapon
Modifier	Spells Save

### ARMOR

	Adjusted AC	Armor Type (Pieces)
	Surprised	
	Shieldless	
	Rear	

Defenses \_\_\_\_\_

### Max HIT POINTS

### HIT POINTS

### Wounds

## WEAPON COMBAT

Weapon	#AT	Attack Adj/Dmg Adj	THACO	Damage (SM/L)	Range	Weight	Size	Type	Speed
				/					
				/					
				/					
				/					
				/					
				/					

Special Attacks \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Ammunition: \_\_\_\_\_ □ □ □ □  
 □  
 □

### Spells or Special Abilities


### Proficiencies / Skills / Languages

( / )	( / )
( / )	( / )
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