Players Name: _____ Homeland: _____

Characters Name: _____ Age: ____ Hair: ____

Class: _____ Kit: _____ Sex: ____ Eyes: ____

Level: ____ Max: ____ Priesthood: _____ Ht: ____ Wt: ____

Race: _____ Thac0: ____ #Atts: ____ Appearance: _____

Alignment: _____

HP

MAX

SAVING THROWS

BASE		MODS/KEYS	SAVE
	PARALYZE/POISON		
	ROD/STAFF/WAND		
	PETRIFY/POLYMORPH		
	BREATH WEAPONS		
	SPELLS		

ABILITIES

STR
DEX
CON
INT
WIS

Hit Prob	Dmg Adj	Wgt Allow	Max Press	Op Drs	BB/LG
Rctn Adj		Missle Adj		Def Adj	
Hp Adj	Sys Shk	Res Sur	Poi Save	Regen	
# Of Lang	Spell Lvl	Lrn Sp	Spells/ Level	Spell Immu	
Mag Def Adj	Bonus Spells	Spell Fail	Spell Immun		
Max # Hench	Loy Base	Rctn Adj			

MOVEMENT

Base ____ Total Enc _____

MOVE

Light _____
Mod _____
Hvy _____
Sevr _____

AC

Type-Pieces/Bonus/Wgt

Surprised: _____ _____
Shieldless: _____ _____
Rear: _____ _____
Natural AC: _____ _____

WEAPONS

WEAPONS	# ATT	ATT/DMG ADJ	THACO	DMG [S-M/L]	RANGE	SIZE	TYP	SPD	SPECIAL

SPECIAL ABILITIES • POWERS

REFERENCE KEY:

KB: Kit Benefit
KH: Kit Hindrance
KM: Kit Modification
RB: Racial Benefit
RR: Racial Restriction
RM: Racial Modification
CB: Class Benefit
CR: Class Restriction
CM: Class Modification

PROFICIENCIES • SKILLS [ABILITY / CHECK MOD]

RANGER

PRIMARY TERRAIN _____

SPECIES ENEMY _____

ANIMAL EMPATH MODIFIER _____

WIZARD

SCHOOL OF MAGIC

OPPOSING SCHOOL

OF SPELLS
1
2
3
4
5
6
7
8
9

PRIEST

# OF SPELLS	TURN UNDEAD
1	SKELETON/1HD
2	ZOMBIE
3	GHOUL/2HD
4	SHADOW/3-4HD
5	WIGHT/5HD
6	GHAST
7	WRAITH/6HD
8	MUMMY/7HD
9	SPECTRE/8HD
	VAMPIRE/9HD
	GHOST/10HD
	LICH/11+HD
	SPECIAL

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ROGUE

SKILL	BASE	RACE ADJ	KIT ADJ	ARM ADJ	DEX ADJ	FINAL
Pick Pockets						
Open Locks						
Find/Rem Traps						
Move Silently						
Hide Shadows						
Detect Noise						
Climb Walls						
Read Languages						
Backstab						

ENCUMBRANCE

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

LIFTING & DRAGGING

LIFT OVER HEAD (max load)

LIFT OFF GROUND (2x max load)

PUSH OR DRAG (5x max load)

EXPERIENCE

CURRENT CAMPAIGN

XP POINTS

NEXT LEVEL @

LANGUAGES

CHARACTER PERSONALITY / HISTORY

MONEY / TREASURE

GP VALUE	
	COPPER
1/100	
	SILVER
1/10	
	GOLD
1	
	PLATINUM
10	

GEMSTONES / ITEM/VALUE

JEWELRY

OTHER

NOTES

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GEAR & EQUIPMENT

QTY / ITEM / LOCATION / SPECIAL	WT.

QTY / ITEM / LOCATION / SPECIAL	WT

ARMOR/WEAPON WEIGHT	
ITEM WEIGHT	
TREASURE WEIGHT	
MAGIC-ITEM WEIGHT	
TOTAL WEIGHT CARRIED	

MAGIC ITEMS

QTY / ITEM / LOCATION / CHARGES / COMMAND WORD(S) / DESCRIPTION / EFFECTS & DAMAGE	WT.

HENCHMEN, ANIMAL OR MAGICAL COMPANIONS

NAME / RACE / CLASS / HD / LVL / AC / HP / #ATT / THACO / ATT-DMG-EFFECTS / SKILLS & ABILITIES