PLAYER'S NAME: _____ CLASS: _____

CHARACTER'S NAME: _____ ALIGNMENT: _____

LEVEL: _____ ARMOR CLASS: _____ HIT POINTS: _____

Personal Traits

RACE: _____ HEIGHT: _____ WEIGHT: _____

DEITY: _____ EYES: _____ HAIR: _____

AGE: _____ SKIN: _____ BUILD: _____

Physical Attributes

Skills & Init Mod: 16 (+1), 18 (+2), 20 (+3), 22 (+4), 24 (+5)

STRENGTH: _____ TO HIT: _____ TO DAM.: _____ WEIGHT ALLOW.: ____ MAX PRESS: ____ OPEN DOORS: _____ BEND BARS: _____

INTELLIGENCE: _____ LANGUAGES: ____ SPELL LVL: _____ LEARN SPELL: _____ MAX SPELLS/LVL: ___ ILLUSION IMMUNITY: _____

WISDOM: _____ MAG. ADJ.: _____ BONUS SPELLS: _____ SPELL FAILURE: _____ SPELL IMMUNITY: _____

DEXTERITY: _____ REACTION ADJ.: _____ MISSILE ADJ.: _____ DEF. ADJ.: _____ INIT. MOD.: _____

CONSTITUTION: _____ HIT POINT ADJ.: _____ SYSTEM SHOCK: _____ RESUR. SURVIVAL: ____ POISON SAVE: _____ REGEN.: _____

CHARISMA: _____ # OF HENCHMEN: _____ LOYALTY BASE: _____ REACTION ADJ.: _____

Savings Throws

	Base	*Adj.*	Mod.
PARALYZ./POISON/DEATH:			
ROD/STAFF/WAND:			
PETRIFICATION/POLYMORPH:			
BREATH WEAPON:			
SPELLS:			

Languages

_____

_____

Secondary Skills

_____

_____

Skills

/

SPOT	(WIS)			
LISTEN	(WIS)			
SEARCH	(INT)			
BLUFF	(CHA)			
SENSE MOTIVE	(CHA)			
GATHER INFO	(CHA)			

THAC0 Table

SP	WEAPON TYPE	# OF ATT.	TO HIT				TO DAMAGE				ADJ. THACO BASE (___)
			STR.	SPEC.	MAGIC	TOTAL	STR.	SPEC.	MAGIC	TOTAL	

Weapon Proficiencies

/

-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Non-Weapon Proficiencies

/

Normal Items

Weapons

Armor

Magic Items

Coins

PLATINUM:	
GOLD:	
ELECTRUM:	
SILVER:	
COPPER:	

Jewels

Gems

Jewelry

Other

Experience Points

XP NEEDED FOR NEXT LEVEL: _____

Special Abilities

Special Hindrances

Notes