Player Name			Character Name		
Race	Speed	Class	Alignment		
Hair	Eyes		Size	Sex	
Appearance			Age	Handed	

Str		Melee Hit Adjust	Melee Damage Adjust	Weight Allow	Max Press	Open Doors	Bend Bars
Dex		Missile Hit Adjust			Defensive Adjustment		
Con		HP Adjust	System Shock	Resurrection Survival	Poison Save	Regeneration	
Int		Languages	Max Spell Level		Chance to Learn Spell	Max Spells per Level	
Wil		Magical Defense Adjustment	Bonus Spells			Spell Failure	
Chr		Henchmen	Loyalty Base		Reaction Adjust		
Pcp		Surprise Adjust	Illusion Immunity				

Weapon	To Hit	To Dam	Damage	Range	Type	Speed
	☐☐	☐☐	☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐☐☐☐	Attacks of Opportunity	
	☐☐	☐☐	☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐☐☐☐		

Paralyzation / Poison / Death	
Rods / Staffs / Wands	
Petrification / Polymorph	
Breath Weapon	
Spell	

Max HP	HP Remaining	Temp

AC	Bonus
Base	
Armor	
Dex	
Total	

Wealth

CP

SP

IP

GP

PP

MP

Encumbrance

Base _____ ◯

2/3 move _____ ◯

1/2 move / -1 hit _____ ◯

1/3 move / -2 hit / -1 ac _____ ◯

1 move / -4 hit / -3 ac _____ ◯

Experience

Level	Next Level

Proficiencies	Check

Equipment: On Body	Weight
Coins	
Subtotal Weight	

Equipment: In Pack	Weight
Subtotal Weight	
Total Weight	

Additional Notes

Languages
Spoken

Mount / Pet	Type	
HP	AC	Movement

Gear /Notes

Character Portrait