Player Name	
Character Name	
Alignment	
Languages	

Height	Weight	Handed
Race	Classes	
XP	Sex	Age
Level	Speed	THAC0

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

Weapon	ATKS	To Hit	To Dam	Damage	Range	Size	Weight	Type	Speed

Max HP	***Current HP***

Notes

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

Wealth

CP SP GP PP

ENC	Weight	Move	
Base			
Light			2/3
Medium			1/2
Heavy			1/3
Severe			1

Armor Class

Front / Touch

No Shield Surprised

Back

Character Portrait

Proficiencies	Check

Equipment	Weight

Total Weight	

Mount / Pet	Type	
HP	AC	Name
		Notes

ENC	Weight	Move	
Base			
Medium			1/2
Severe			1/4

Mounted Gear	Weight
Total Weight	

Background / Notes