NAME	RACE	CLASS	LEVEL

ATTRIBUTES

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
STAMINA	AIM	HEALTH	REASON	INTUITION	LEADERSHIP
MUSCLE	BALANCE	FITNESS	KNOWLEDGE	WILLPOWER	APPEARANCE
ATTACK ADJUSTMENT	DEFENSIVE ADJUSTMENT	HIT POINT ADJUSTMENT	BONUS # OF PROFICIENCIES	MAGIC DEF. ADJUSTMENT	REACTION ADJUSTMENT
DAMAGE ADJUSTMENT	REACTION ADJUSTMENT	SYSTEM SHOCK	PERCENT TO LEARN SPELL	PERCENT OF SPELL FAILURE	NUMBER OF HENCHMEN
MAXIMUM PRESS	MISSILE ADJUSTMENT	RESURRECTION CHANCE	MAXIMUM SPELL LEVEL	BONUS SPELLS	LOYALTY BASE
OPEN DOORS		POISON SAVE	MAXIMUM # OF SPELLS	FIRST LEVEL	
BEND BARS / LIFT GATES			ILLUSION IMMUNITY	SECOND LEVEL	
WEIGHT ALLOWANCE				THIRD LEVEL	
				FOURTH LEVEL	

COMBAT

ARMOR CLASS:

HIT POINTS:

SAVING THROWS

THACO	
BASE INIT	
NON-PROFICIENCY PENALTY	
NUMBER OF PROFICIENCIES	
INCREASE PER LEVEL	

ARMOR WORN:

NO SHIELD:

NO DEX ADJ:

REAR:

DICE ROLLS:

SAVING THROW MODIFIERS:

PARALYZATION/ POISON/ DEATH MAGIC	
PETRIFICATION POLYMORPH	
ROD/STAFF/WAND	
BREATH WEAPON	
SPELLS	

WEAPONS	ATTACK ADJ.	DAMAGE ADJ.	DAMAGE VS. SIZE	KNOCK DOWN	NO. OF ATTACKS	SPEED	TYPE	SIZE	REACH	RANGE/ SPECIAL

WEAPON PROFICIENCIES:

PROFICIECY	EFFECT	COST

TRAITS & NON-WEAPON PROFICIENCIES:

ABILITY	SCORE	EFFECT	COST

RACIAL ABILITIES

ABILITY	EFFECT	COST

PROFESSIONAL ABILITIES

ABILITY	EFFECT	COST

MISCELLANEOUS ABILITIES

ABILITY	EFFECT	COST

MUNDANE EQUIPMENT

ITEM	LOC.	WT.	ITEM	LOC.	WT.	ITEM	LOC.	WT.	ITEM	LOC.	WT.

EXTRAORDINARY EQUIPMENT

ITEM	LOC.	WT.	DESCRIPTION

CONSUMABLE ITEMS:

TYPE: _____ #:___ TYPE: _____ #:___ TYPE: _____ #:___ TYPE: _____ #:___

ENCUMBRANCE & MOVEMENT

	UNENCUMBERED	LIGHT	MODERATE	HEAVY	SEVERE	MAX
WEIGHT						
MOVE		(2/3)	(1/2)	(1/3)	1	—
ATTACK	0	0	-1	-2	-4	—
ARMOR CLASS	0	0	0	+1	+3	—
BASE INITIATIVE						

AGE & APPEARANCE

EYES: _____ HAIR: _____ SKIN: _____ WEIGHT: _____ LBS HEIGHT: _____ SEX: ____

DISTINGUISHING FEATURES: _____

NATURAL AGE: _____ YEARS ADDED: _____ YEARS REMOVED: _____ MAXIMUM AGE: _____

PERSONALITY & ORIGIN

ALIGNMENT: _____ RELIGION: _____ FACTION: _____

PERSONALITY TRAITS: _____

ORIGIN: _____

ALIASES AND TITLES: _____

COMPANIONS & HENCHMEN

NAME	RACE	INT.	AL.	AC.	HD.	HP.	+HACØ	DAM./ATT.	ML.	SPECIAL

EXPERIENCE

BONUS %:	NEXT LEVEL GOAL:	LEVEL LIMIT:	CHARACTER POINTS: