Character Sheet

Name: _____	**Height/Weight:** _____
Race/Sex/Age: _____	**Eye/Hair Color:** _____
Class/Kit: _____	**Homeland:** _____
Alignment/Deity: _____	**Special Traits:** _____
Title: _____	_____

Level	**Experience Points:**
XP Next Level:	

Strength: _____   Hit/Dmg: __/__   Weight All.: ___   Max Press: ___   Op. Drs: ___   BB/LG: ___

Dexterity: _____   Reaction Adjustment: ___   Missile Att. Adjustment: ___   Defense Adjustment: ___

Constitution: _____   HP Adjustment: ___   System Shock: ___   Ressur. Survival: ___   Regenerate: ___

Intelligence: _____   Bonus NWP: ___   Learn Spell: __%   Spells/Level: ___   Max. Spell-level: ___

Wisdom: _____   Defense Adjustment: ___   Spell Failure: ___   Bonus Spells: _____

Charisma: _____   Max. # Henchmen: ___   Loyalty Base: ___   Reaction Adjustment: ___

Saving Throws

		Modifiers:	
Paralyzation/Poison/Death Magic:			
Rod/Staff/Wand:		Wisdom:	
Petrification/Polymorph:		Dexterity:	
Breath Weapon:		Race:	
Spell:			

Armor:

Armor Class:	*Slashing:*	Front:	Left:	Right:	Behind:	Above:	Surprised:
	Piercing:	Front:	Left:	Right:	Behind:	Above:	Surprised:
	Blunt:	Front:	Left:	Right:	Behind:	Above:	Surprised:

Modifiers due to style specialisation:

Hit Points gained at	*0th*	*1st*	*2nd*	*3rd*	*4th*	*5th*	*6th*	*7th*	*8th*	*9th*	*10th*	**level**

Character gets _____ hit points per level after 10th. Max hit points is _____

Current Hit Points:

Weapon	THAC0	Damage	Dmg adj.	Speed	Range	Att/rnd	DAC	BAC0

Weapon Proficiencies

Proficiency	Slots	Notes

Non-Weapon Proficiencies

Proficiency	Slots	Check	Effect

Thieving Abilities

	No Armor	Armor ( )	Armor ( )	Special ( )
Pick Pockets				
Open Locks				
Find/Remove Traps				
Move Silently				
Hide in Shadows				
Detect Noise				
Climb Walls				
Read Languages				

Special Abilities

Money

Platina	
Gold	
Silver	
Copper	

Other Non-Magical Treasure

Equipment

Localization	Item

Magic Items

Item	Description

Notes