Character name : _____

Alignment : _____ Race _____ Sex _____
Height : _____ Weight _____ Age _____
Hair : _____ Eyes : _____

Classes : _____ ☐ _____ ☐

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Religion : _____
BirthPlace : _____

Hitpoints	Wounds

Abilities and Attributes

	STR	Hit p. dam. Wgt. Max pr. Doors BB/LG
	DEX	Reac adj. Missile att. Def adj.
	CON	HP adj. Sys chock. Resurr. Poison. Regen.
	INT	Lng Spell lvl. %Lrn. Spells/Lvl Imm.
	WIS	Magic. Bonus spell. %Fail. Imm.
	CHA	Max Henchmen. Loyalty base. Reaction adj

Saving Throws

_____	Paralysatn/Poison	_____
_____	Rod/Staff/Wand	_____
_____	Petrification/ Polymorph	_____
_____	Breath weapon	_____
_____	Spells	_____

Weapon	AT#	Adj Att /Dam	THAC0	Damage (SM/L)	Range	Weight	Size	Type	Speed

Armor class

Nat	T	P	C

Racial Skills

Proficiencies /Lang

(/)	
(/)	
(/)	
(/)	
(/)	
(/)	
(/)	
(/)	
(/)	
(/)	
(/)	
(/)	
(/)	
(/)	

Movement

	Wgt	Mov	Dex/ Thac0
Base	( )		
Light	<)		-1
Moder	<)		-2
Heavy	<)		-4
Severe	<)		-8
Jog	(x2)		
Run	(x3)		
Run	(x4)		
Run	(x5)		
Retreat	(1/3)		
flight	(x2)		

_____

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Backpack

		Complete equipment weight	
		Potions (0,5Kg) + Rations (0,5Kg)	
		Treasure (1kg for 100 coins)	
		Total Weight (+3Kg)	

Rations

Potions

Equipment

DEX	Wgt	hp
T	**P**	**C**

1	
2	

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Experience

Next Level

Treasure

	CP		Gems
	SP		
	ZP		
	PP		
	GP		

Other treasures

Miscellaneous Informations

Maps & Such

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