

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

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

Armor:							
Armor Class:	<i>Slashing:</i>	Front:	Left:	Right:	Behind:	Above:	Surprised:
	<i>Piercing:</i>	Front:	Left:	Right:	Behind:	Above:	Surprised:
	<i>Blunt:</i>	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

