

Character Name:

Race:

Class:

Stats

Level:

XP:

XP Needed:

Thac0:

Hit Points:

Alignment:

CP:

Armor Class

Standard: Rear: Head:

Movement Rate:

Kit:

Notes on Kit:

Traits/Disadvantages

Height: Weight: Age:

Other Traits/wounds:

Strength:

- **Stamina:** Weight Allowance:
- **Muscle:** Att. Adj.: Dam Adj.: Open Doors: B.B./L.G.:

Dexterity:

- **Aim:** Missile Adj.:
- **Balance:** Defense Adj.:

Constitution:

- **Health:** System Shock: Res. Survival:
- **Fitness:** Hit Point Adj.:

Intelligence:

- **Reason:** Max Spell Level: Max # of Spells:
- **Knowledge:** Bonus CP: % Learn Spell:

Wisdom:

- **Intuition:** Bonus Spells: % Spell Failure:
- **Willpower:** Magic Def. Adj.:

Charisma:

- **Leadership:** Moral Adj.: # of Henchmen:
- **Appearance:** Reaction Adj.:

Non-Weapon Proficiencies/

Saving Throws

Para., Poison, Death: ()

Rod, Staff, Wand: ()

Petrifaction, Poly: ()

Breath Weapon: ()

Spell: ()

Weapon Proficiencies

Thac0	Weapon	Size	Type	Speed	Melee Reach	# of Atts.	Range	Damage	Knockdown
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