

Player Name				Character Name			
Race		Class			Size		
Hair		Eyes			Alignment		
Appearance					Age		Handed

Str		Attack Ajdust		Damage Adjust		Weight Allow		Max Press		Open Dorrs		Bend Bars		
Dex		Missile Attack Adjust						Defensive Adjustment						
Con		HP Adjust		System Shock		Resurrection Survival		Poison Save		Regeneration				
Int		Languages			Max Spell Level			Max Spell Level			Max Spells per Level			
Wil		Magical Defense Adjustment			Bonus Spells							Spell Failure		
Chr		Henchmen				Loyalty Base				Reaction Adjust				
Pcp		Surprise Adjust			Illusion Immunity									

<i>Weapons</i>	Adjusts				Range				Damage				Size	Weight	Type	Speed

Paralyze / Poison / Death	
Rods / Staffs / Wands	
Petrification / Polymorph	
Breath Weapon	
Spell	

Max HP	Wounds		Temp
Melee Adjust	Missile Adjust		

AC	Bonus
Base	
Armor	
Dex	
Total	

ENC	Weight
Base	
Light	
Medium	
Heavy	
Severe	

Level	
Current Exp	
Next Level	

<i>Weapon Proficiencies</i>	<i>Slots</i>

<i>Proficiencies</i>	<i>Check</i>

<i>Proficiencies</i>	<i>Check</i>

<i>Equipment</i>	<i>Weight</i>

Total Weight	

Additional Notes

Languages Spoken

<i>Mount / Pet</i>		Type
HP	AC	Movement
Gear /Notes		

Character Portrait