Character name : _____

Alignment : _____ Race _____ Sex _____
Height : _____ Weight _____ Age _____
Hair : _____ Eyes : _____
**Appearance** (con+cha/2):_____**Perception** (int+wis+cha/3) :_____

Classes : _____ _____

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Religion : _____
BirthPlace : _____

| Hitpoints | Wounds |
|---|---|
| | |

## Abilities and Attributes

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | STR | Hit | Dam. | Wgt All. | Max pr. | Doors | BB/LG |
| | DEX | Reaction adj. | | Missile att. | | Defense adj. | |
| | CON | HP adj. | Sys chock. | Resurr. | Poison | Regen. | |
| | INT | #Lng | Spell level | %Learn | Spells/Lvl | Imm. | |
| | WIS | Magic | Bonus spells | %Fail | Immunity | | |
| | 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 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |

| Languages | Special Items | Armor Pieces Worn |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

## Armor class

| Total | W/O Magic :_____ |
|---|---|
| | Surprised :_____ |
| | Shieldless :_____ |
| | Rear :_____ |

## Skills/Powers/Abilities

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## Proficiencies

| |
|---|
| ( / ) |
| ( / ) |
| ( / ) |
| ( / ) |
| ( / ) |
| ( / ) |
| ( / ) |
| ( / ) |
| ( / ) |
| ( / ) |
| ( / ) |
| ( / ) |
| ( / ) |
| ( / ) |

## 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) | | |

## Backpack

| | | | |
|---|---|---|---|
| | | | |
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## Rations

## Ammo

| | | |
|---|---|---|
| Type | | |
| Qty | | |

## Experience

| | |
|---|---|
| | |
| | |
| Next Level | |
| | |

## Treasure

| | | |
|---|---|---|
| | CP | Gems |
| | SP | |
| | GP | |
| | PP | |

Other Treasures

## Miscellaneous Information

| |
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| |
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| |

## Henchmen/Animal Companions

| Name | AC | Race/Class | HD/Lvl | #Att | THAC0 | Dmg/Effect | hp | Special Abilities |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |
| | | | | | | | | |
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