NAME:_____ Race:_____ Sex:_____ Age:_____
Class/Level:_____ Skin:_____ Ht:_____ Wt:_____
Titles:_____ Eyes:_____ Sz:_____ Mv:_____
Goals:_____ Hr Color:_____ Hr Style:_____
Religion:_____ Al:_____

STR:____/____ Melee Atk: | Melee Dmg: | Max Press: | Open Doors: / | BB/LG:
DEX:____/____ Initiative Modifier: | Missile Atk: | Def Adjust:
CON:____/____ HP Adjust: | Res Save: | Poison Save: | Regeneration:
INT:____/____ Lang/Bonus Prf: | Learn Spell: | Max Spells/Lvl: | Illusion Immunity:
WIS:____/____ Mental Save: | Passive Perception: | Spell Immunity:
CHA:____/____ # Henchmen: | Loyalty Base: | Reaction Adj: | Appearance (Ave Con & Cha):
LCK:____/____ Luck: | Critical Hit: | Spell Critical:

INITIATIVE:_____
AC:_____ | Surprise Penalty:
HP:_____ | Bloodied:
HIT DICE:_____

SAVING THROWS:
Base Score: Bonus/Penalty:
Par/Psn/Dth:____/____
Rd/Stf/Wnd:____/____
Petrif/Poly:____/____
Breath Wp:____/____
Spells:____/____

WEAPONS: Atks/Rnd: THAC0: Damage/Notes: (Base THAC0:_____)

_____ [_____] (_____) _____
_____ [_____] (_____) _____
_____ [_____] (_____) _____
_____ [_____] (_____) _____
_____ [_____] (_____) _____

WEAPON PROFS: (____+____) Speed: Attack: Damage:

_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]

NONWEAPON PROFS: (____+____)

Acrobatics ( )[Dex /]
Athletics ( )[Str /]
Deception ( )[Cha /]
History ( )[Int /]
Insight ( )[Wis /]
Intimidation ( )[St/Ch /]
Investigation( )[Int /]
Perception ( )[Wis /]
Persuasion ( )[Cha /]
Stealth ( )[Dex /]

Background: [Int / 0]

_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]
_____ (_____) [____/____]

SPECIAL ABILITIES:

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

DAILY ABILITIES:

_____
_____
_____
_____
_____
_____

LANGS:_____
_____

Armor:

	AC:	Magic:
Enc: [+]	Total Bonuses:	

AC Bonus Types:

Armor Suit:	**A**:	Armor suit
Pieces:	**P**:	Bracers, Greaves, Chest, Helm
Shields:	**S**:	Shield

Magic Bonus Types:

Enhancement:	**E**:	Armor, chest, bracers
Protection:	**P**:	Bracers, ring, amulet
Shield:	**S**:	Shield

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Treasure:

Copper (1/100gp):_____ _____

Silver (1/10gp):_____ _____

Gold:_____ _____

Platinum (10gp):_____ _____

Mithril (100gp):_____ _____

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Character History: Created:_____

Homeland:_____

Birthdate:_____

Equipment:

	Qty:		Qty: