


Name: _____ Player Name: _____
 Race _____ Class _____ Sub-class _____ Level _____
 Alignment _____ Deity _____ Place of Origin _____


Strength

Hit Adj _____
 Dam Adj _____
 Open Door _____
 Bend Bar _____


Dexterity

Surprise Adj _____
 Missile Adj _____
 Defense Adj _____


Constitution


HP adj _____
 System Shock _____
 Survival _____
 Resurrection _____


Intelligence

Languages _____
 Know Spell _____
 Min Spell _____
 Max Spell _____

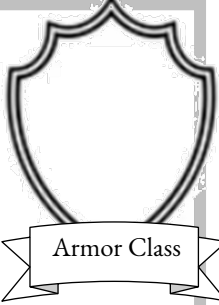

Wisdom

Magic atckadj _____
 Mental save _____
 Spell Bonus _____
 Spell Failure _____


Charisma

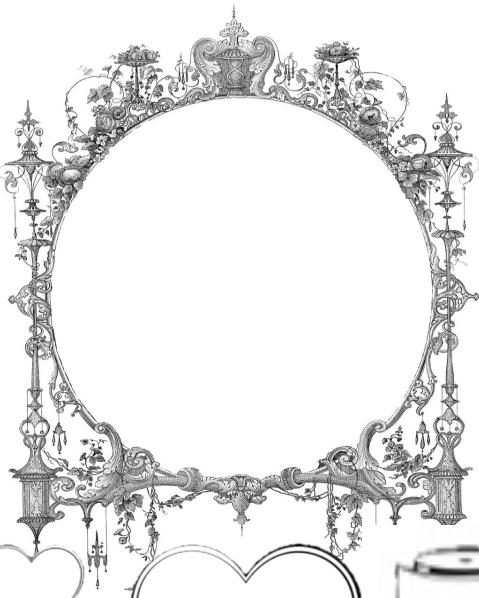
Henchmen _____
 Loyalty base _____
 Reaction _____

Armor type _____
 Magic adj _____
 Condition _____
 Helmet type _____
 Magic adj _____
 Shield type _____
 Magic adj _____
 Condition _____


Armor Class

Saving Throws

Spell _____
Paralyzation, Poison, Death Magic _____
Breath Weapon _____
Rod, Staff, Wand _____
Petrification, Polymorph _____



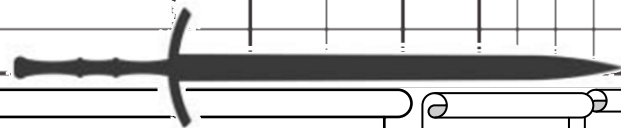
 **Max HP**
 **Current HP**
 **Wounds**

Spells Per Day

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|---|---|---|---|---|---|---|---|
| Base | | | | | | | | | |
| Bonus | | | | | | | | | |
| Overall | | | | | | | | | |

Weapons

| name | weight | Damage | | Speed | AC adjustment | | | | | | | | | | Range | | | | | | |
|------|--------|--------|---|-------|---------------|---|---|---|---|---|---|---|---|----|-------|--------|--------|--|--|--|--|
| | | S / M | L | | fire rate | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | S | M (-2) | L (-5) | | | | |
| | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |



Backstory

Special Abilities

Senses

Psionics

Attack

Defense

Ability

Thief Skills

Pick pockets

Open Locks

Find Trap

Move Silently

Hide

Hear Noise

Climb Walls

Read Language

Detections