

Player: _____
 Character: _____
 Race: _____
 Class/Level: _____
 Gender: _____ Hair: _____ Eyes: _____

Alignment: _____
 Religion: _____
 Age: _____
 Weight: _____



AC: _____ **Max HP:** _____ **Current HP:** _____ **Saving Throw:** _____

Ability Scores				
STR	Co-Hit Modifier:	Damage Modifier:	Open Doors:	Carry Modifier:
DEX	Missile Weapon Co-Hit Modifier:		Effect on AC:	
CON	Hit Point Modifier:	Raise Dead Survival:		
INT	Max Additional Languages:	Max Spell Level:	Learn Spell %:	Min/Max Spells Per Level:
WIS	Bonus first-Level Cleric Spell? (15 WIS or higher) -			
CHA	Max Special Hirelings:			

Weaponry

Weapon	Co-Hit	Damage	Weight

Armor & Shields

Armor	AC Adjustment	Weight

Thief Skills

Climb Walls	Delicate Tasks	Hear Sounds	Hide in Shadows	Move Silently	Open Locks

To-Hit Chart

9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

Movement Rates

Indoor, Underground & City		Outdoors	
Walking: _____ (base x10 ft per turn)	Walking: _____ (base in miles per day)	Forced March: _____ (base doubled in miles per day)	Combat: _____ (base divided by 3, x10 yards per round)
Running: _____ (base x20 ft per turn)	Combat: _____ (base divided by 3, x10 yards per round)		

