

Player Name		Character Name		Sex	Race	Class		Level							
Strength		<div><div>Stamina</div><div>Muscle</div></div>	—	Hit Probability		Damage Adjustment		Weight Allowance	Lbs.	Max Press	Lbs.	Open Doors		Bend Bars / Lift Gates	%
Dexterity		<div><div>Aim</div><div>Balance</div></div>	—	Reaction Adjustment		Missile Attack Adjustment		Defensive Adjustment							
Constitution		<div><div>Health</div><div>Fitness</div></div>	—	Hit Point Adjustment		System Shock	%	Resurrection Survival	%	Poison Save		Regeneration			
Intelligence		<div><div>Reason</div><div>Knowledge</div></div>	—	# Of Languages		Spell Level	Th	Chance to Learn Spell	%	Max Spells / Level		Spell Immunity			
Wisdom		<div><div>Intuition</div><div>Willpower</div></div>	—	Magical Defense Adjustment		Chance of Spell Failure	%	Bonus Spells				Spell Immunity			
Charisma		<div><div>Leadership</div><div>Appearance</div></div>	—	Max # of Henchmen		Loyalty Base		Reaction Adjustment							

Paralyzation	Rod	Petrifaction	Breath Weapon
Poison	Staff	Polymorph	Spells
Death Magic	Wand		Mind Spells

THAC0	
Melee	
Missile	

Armor Class	
Melee	
Missile	

Hit Points	
Damage	

Total Character Points		Racial Character Points		Class Character Points	
------------------------	--	-------------------------	--	------------------------	--

Money

PP	GP	SP	CP	Other	GP VALUE
----	----	----	----	-------	----------

Weapon	# At.	THAC0	← / Med	Lrg / →	Size	Type	Speed	RoF	Short	Medium	Long

NonWeapon Proficiencies				
Slots	Proficiency	Ability	Base	Score

Weapon Proficiencies	
Slots	Weapon(s)

Current Experience		Experience To Next Level	
--------------------	--	--------------------------	--

Languages

Native	2 nd	3 rd	4 th	5 th	6 th	7 th
--------	-----------------	-----------------	-----------------	-----------------	-----------------	-----------------

Special Abilities, Skills, and Powers

[illegible]

Equipment, Magical Items, and Other Information

[illegible]