

Player's Option™ Character Sheet

Character _____
 Class (Kit) _____
 Level _____ Alignment _____
 Race _____ Culture _____ Age _____ Sex _____
 Height _____ Weight _____ Hair _____ Eyes _____
 Distinguishing Features _____
 Background _____
 Traits _____
 Disadvantages _____

Experience Points _____
 +10% XP bonus? _____
 Next Level XP goal _____

Hit Points _____
 Wounds _____

STR	○	Stamina	○	Weight Allowance	Sprint Check	Fatigue Modifier
		Muscle	○	Attack Adjustment	Damage Adjustment	Maximum Press
DEX	○	Aim	○	Missile Adjustment	Pick Pockets	Open Locks
		Balance	○	Reaction Adjustment	Defense Adjustment	Move Silently
CON	○	Health	○	System Shock	Poison Save	
		Fitness	○	Hit Point Adjustment	Ressurrection Chance	
INT	○	Reason	○	Spell Level	Maximum # Spells Known	Spell Immunity
		Knowledge	○	Bonus Proficiencies/Character Pts.	% Chance to Learn Spell	
WIS	○	Intuition	○	Bonus Spells/SPELL Points	% Chance for Spell Failure	
		Willpower	○	Magical Defense Adjustment	Spell Immunity	
CHR	○	Leadership	○	Loyalty Adjustment	Maximum # of Henchmen	
		Appearance	○	Reaction Adjustment		

Base THAC0 _____
 Melee Adjustment _____
 Missile Adjustment _____

Armor Class
 Base AC _____
 Armor worn _____
 Shieldless AC _____
 Surprised AC _____
 Rear AC _____
 Other Defenses _____

Saving Throws
 Spells _____
 Rod/Wand/Staff _____
 Poison, Paralysis, Death Magic _____
 Petrification or Polymorph _____
 Breath Weapon _____

Racial Abilities	Class (Kit) Abilities	Special Abilities	Weapon Mastery
Character Point Total _____ _____ () _____ () _____ () _____ () _____ ()	Character Point Total _____ _____ () _____ () _____ () _____ () _____ ()	_____ _____ _____ _____ _____	Weapon of Choice _____ Expertise _____ Specialization _____ Mastery _____ High Mastery _____ Grand Mastery _____

Weaponry	Initial Number of Slots _____	Additional Slots per Level _____	Nonproficiency Penalty _____							
Weapon	Adjusted THAC0	Type	Speed	Size	Reach	Knockdown	# Attacks	Ranges (S/M/L)	Damage (S/M)	Damage (L)