Player Character Record Sheet

Character _____
Alignment ____ Race ____ Class _____ Level __

Player's Name ____ Family _____ Race/Clan _____
Homeland _____ Patron _____ Religion _____
Sex __ Age __ Social Class _____ Status _____
Ht. __ Wt. __ Birth Rank _____ # Siblings __
Hair__ Eyes__ Appearance _____
Honor _____ (Base Honor _____) Reaction Adj ____

Abilities

_ **STR** Hit/Dmg Adj _/__ Wgt __ Press _ Drs _ BB/LG _
_ **DEX** Reaction Adj ___ Missle Att Adj __ Def Adj __
_ **CON** HP Adj _ Sys Shk _ Res Sur _ Pois Sv _ Regen _
_ **INT** # Lang _ Sp Lvl _ Lrn Sp _ Sp/Lvl _ Sp Immun _
_ **WIS** Mag Def Adj _ Bonus Sp ____ Sp Fl _ Sp Immun _
_**CHR** Max No Hench __ Loy Base __ Reaction Adj __

SAVING THROWS **MOVEMENT**

Paralyze/ Base Rate _
___ Poison ____ Light ( ) _
Rod, Staff, Moderate ( ) _
___ or Wand ____ Heavy ( ) _
Petrify/ Severe ( ) _
___ Polymorph ____ Jog (x 2) _
Run (x 3) _
___ Breath Weapons ____ Run (x 4) _
Run (x 5) _
___ Spells ____
Mod. Save

ARMOR Adjusted AC Armor Type HP TOTAL WGT
Surprised __ _____
__ Shieldless__ _____ __ ___lbs
AC Rear __ _____
Defenses _____

----------WEAPON COMBAT----------

Weapon # AT Hit/Dmg Adj THAC0 Dmg(SM/L) Rge Wgt Sze Type Spd
_____ _ __/___ __ __/___ _ _ _ _ _
_____ _ __/___ __ __/___ _ _ _ _ _
_____ _ __/___ __ __/___ _ _ _ _ _
_____ _ __/___ __ __/___ _ _ _ _ _
_____ _ __/___ __ __/___ _ _ _ _ _
_____ _ __/___ __ __/___ _ _ _ _ _

Special Attacks _____ Weapon----------Ammunition

_____ _____ _____

_____ _____ _____