

Player Name			Character Name				
Race		Class			Size		
Hair		Eyes			Alignment		
Appearance				Age		Handed	

<b>Str</b>		Attack Adjust	Damage Adjust	Weight Allow	Max Press	Open Dorrs	Bend Bars
<b>Dex</b>		Missile Attack Adjust			Defensive Adjustment		
<b>Con</b>		HP Adjust	System Shock	Resurrection Survival	Poison Save	Regeneration	
<b>Int</b>		Languages		Max Spell Level	Max Spell Level	Max Spells per Level	
<b>Wil</b>		Magical Defense Adjustment	Bonus Spells			Spell Failure	
<b>Chr</b>		Henchmen		Loyalty Base		Reaction Adjust	
<b>Pcp</b>		Surprise Adjust		Illusion Immunity			

<b>Weapons</b>	Adjusts	Range	Damage	Size	Weight	Type	Speed

Paralyze / Poison / Death	
Rods / Staffs / Wands	
Petrification / Polymorph	
Breath Weapon	
Spell	

Max HP	Wounds	Temp
Melee Adjust	Missile Adjust	

<b>AC</b>	Bonus
Base	
Armor	
Dex	
Total	

<b>ENC</b>	Weight
Base	
Light	
Medium	
Heavy	
Severe	

Level	
Current Exp	
Next Level	

<i>Weapon Proficiencies</i>	<i>Slots</i>

<i>Proficiencies</i>	<i>Check</i>

<i>Proficiencies</i>	<i>Check</i>

<i>Equipment</i>	<i>Weight</i>


Total Weight	

***Additional Notes***

Languages Spoken

<i>Mount / Pet</i>		Type
HP	AC	Movement
Gear /Notes		

***Character Portrait***