

Character's name _____ Player's name _____ DM _____

Class	Level	Title	Race	Gender	Age	Height	Weight (lbs)	Social Lv.	Siblings	Alignment
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STR		%	Bonus to att./dam.		Weight allowance		Open doors		BB/LG	%		
DEX	Missiles bonus	AC bonus	PP mod	%	OL mod	%	FT mod	%	MS mod	%	HS mod	%
CON	hp/HD bonus	System shock survival		%	Resurrection survival		%	# times raised				
INT	Know spell	%	Min. # of spells/levels			Max. # of spells/levels			# add. lang.			
WIS	Save bonus		Spell failure	%	Bonus spells: 1st		2nd	3rd	4th			
CHR	Max. # of henchmen			Loyalty base	%	Reaction adjustment			%			

SAVING-THROWS

Modifiers

Paralyse, Poison or Death Magic	<input type="checkbox"/>	<input type="checkbox"/>
Petrification or Polymorph	<input type="checkbox"/>	<input type="checkbox"/>
Rod, Staff or Wand	<input type="checkbox"/>	<input type="checkbox"/>
Breath Weapon	<input type="checkbox"/>	<input type="checkbox"/>
Spell	<input type="checkbox"/>	<input type="checkbox"/>

Resistances & Saving-throw modifiers

Advantages/Disadvantages

THACO	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10

WEAPON

Bonus to hit / damage	Damage S-M / L	Initiative Modifier	Attack rate # / round	Weight	Length	Space required	Range S / M / L

Weapon proficiencies

Non-proficiency penalty _____

AC modifiers

Armor _____
Shield _____
Helmet _____

AC when surprised _____

Spells per level

Level	1	2	3	4	5	6	7	8	9
Used									
Max									

Experience points

Class _____ 10% bonus? / _____

Current: _____

Next level: _____

Calculated 'To-hit' or modifiers

	0	1	2	3	4	5	6	7	8	9	10

AC

thaco

HP	Initiative modifier			
	Surprise modifier			Move

Turn Undead	Languages	Skills	Ability/mod	Equipment	weight
Skeleton					
Zombie					
Ghoul					
Shadow					
Wight					
Ghast					
Wraith					
Mummy					
Spectre					
Vampire					
Ghost					
Lich					
Special					

ENCUMBRANCE

Weight carried	Fc	Move				Effect on AC
		Human Half-elf	Gnome Dwarf	Elf	Halfling	
<input type="checkbox"/> 20%		12	7	14	10	-
<input type="checkbox"/> 27%		11	6.5	12	9	-
<input type="checkbox"/> 34%		10	6	10.5	8	-
<input type="checkbox"/> 40%		9	5.5	9	7	-1 DEX
<input type="checkbox"/> 47%		8	5	7.5	6	-2 DEX
<input type="checkbox"/> 54%		7	4.5	6	5	-3 DEX
<input type="checkbox"/> 60%		6	4	4.5	4	-1 AC
<input type="checkbox"/> 67%		5	3.5	3	3	-1 AC
<input type="checkbox"/> 74%		4	3	1.5	2.5	-2 AC
<input type="checkbox"/> 80%		3	2.5	1	2	-2 AC
<input type="checkbox"/> 87%		2	2	0.5	1.5	-3 AC
<input type="checkbox"/> 94%		1	1.5	-	1	-3 AC
<input type="checkbox"/> 100%		0.5	1	-	0.5	-4 AC
<input type="checkbox"/> 107%		-	0.5	-	-	-5 AC

ME = char's weight (in gp) + weight allowance (STR)

Missiles

	Current HP →
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Treasure

Class abilities / skills

Deity - symbol

Racial abilities - appearance - personality

Waylay (0-1) _____%

Hear noise _____%

Pick pockets _____%

Open locks _____%

Find traps _____%

Move silently _____%

Hide in shadows _____%

Climb walls _____%

Read languages _____%

Backstab dam. x _____%

Handness: _____

Infravision