

Character \_\_\_\_\_  
 Align. \_\_\_\_\_ Race \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_

PLAYER CHARACTER RECORD

Player's Name \_\_\_\_\_ Family \_\_\_\_\_ Race/Clan \_\_\_\_\_  
 Homeland \_\_\_\_\_ Liege/Patron \_\_\_\_\_ Religion \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_ Social Class \_\_\_\_\_ Status \_\_\_\_\_  
 Ht. \_\_\_\_\_ Wt. \_\_\_\_\_ Birth Rank \_\_\_\_\_ #Siblings \_\_\_\_\_  
 Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Appearance \_\_\_\_\_  
 Honor \_\_\_\_\_ (Base Honor \_\_\_\_\_ ) Reaction Adjustment \_\_\_\_\_

**ABILITIES**

<b>STR</b>	Hit Prob	Dmg Adj	Wgt Allow	Max Press	Op Drs	B B/ L G
<b>DEX</b>	Rctn Adj	Missile Att Adj		Def Adj		
<b>CON</b>	HP Adj	Sys Shk	Res Sur	Pois Save	Regen	
<b>INT</b>	No of Lang	Spell Lvl	Lrn Sp	Spells/ Level	Spell Immun	
<b>WIS</b>	Mag Def Adjus	Bonus Spells	Spell Fail	Spell Immun		
<b>CHR</b>	Max No Hench	Loy Base	Rctn Adj			

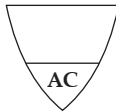
**MOVEMENT**

Base Rate	
Light ( )	_____
Mod ( )	_____
Hvy ( )	_____
Svr ( )	_____
Jog ( × 2 )	_____
Run ( × 3 )	_____
Run ( × 4 )	_____
Run ( × 5 )	_____

**SAVING THROWS**

	Paralyze/ Poison	_____
	Rod, Staff, or Wand	_____
	Petrify/ Polymorph	_____
	Breath Weapon	_____
	Spells	_____
Modifier	Save	_____

**ARMOR**



Adjusted AC \_\_\_\_\_ Armor Type (Pieces) \_\_\_\_\_  
 Surprised \_\_\_\_\_ \_\_\_\_\_  
 Shieldless \_\_\_\_\_ \_\_\_\_\_  
 Rear \_\_\_\_\_ \_\_\_\_\_  
 Defenses \_\_\_\_\_

**HIT POINTS**

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**Wounds**

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**WEAPON COMBAT**

Weapon	#AT	Attack Adj/Dmg Adj	THAC0	Damage (SM/L)	Range	Weight	Size	Type	Speed
				/					
				/					
				/					
				/					
				/					
				/					

Special Attacks \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Ammunition: \_\_\_\_\_ □ □ □ □

□ □

□ □

**Special Abilities**


**Proficiencies / Skills / Languages**

( / )	( / )	( / )
( / )	( / )	( / )
( / )	( / )	( / )
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