

Character Name

Player Name

Race

Class



Armor Class

Campaign

Alignment

Hit Points

Experience



ABILITIES

S I W D C CH	%	HIT ADJ.	DAM ADJ.	WT. ADJ.	OPEN DOOR	BEND BARS
	STRENGTH					
	ADD LANG.	% KNOW SPELL	MINIMUM # SPELLS / LVL	MAXIMUM # SPELLS / LVL		
	INTELLIGENCE					
	MAGICAL ATK ADJ.	SPELL BONUS	% SPELL FAILURE			
	WISDOM					
	REACTION ADJ.	MISSILE ADJ.		DEFENSE ADJ.		
	DEXTERITY					
	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	# OF TIMES RESURRECT		
	CONSTITUTION					
MAXIMUM # HENCHMAN	LOYALTY BASE	REACTION ADJ.		CHARISMA		

SAVING THROW ADJUSTMENT

+ / - _____ CONDITION _____

+ / - _____ CONDITION _____

+ / - _____ CONDITION _____

+ / - _____ CONDITION _____

MOVEMENT:

NORMAL = _____

-- Speed versus Encumbrance--

HEAVY (x3/4) = _____

LOADED (x1/2) = _____

MAXIMUM (x1/4) = _____

VISION: _____

RESISTANCES: _____

PSIONICS: _____ ATK. STR / DEF. STR _____ ATTACK MODES _____ DEFENSE MODES _____ MAJOR DISCIPLINES _____ MINOR DISCIPLINES _____

DETECTION: _____

LANGUAGES: _____

COMBAT ADJUSTMENTS

+ / - _____ CONDITION _____

+ / - _____ CONDITION _____

+ / - _____ CONDITION _____

SURPRISE

DEX ADJ.

DEFENSIVE ADJUSTMENTS

Totals:

"TO HIT" ADJ. _____ DAM ADJ. _____

+ / - _____ CONDITION _____

+ / - _____ CONDITION _____

+ / - _____ CONDITION _____

DEX ADJ.

MAGICAL ADJ.

THIEVING SKILLS ADJUSTMENTS:

% _____ % _____ % _____ % _____
 PICK POCKETS OPEN LOCKS REMOVE / FIND TRAPS MOVE SILENTLY

% _____ % _____ % _____ % _____
 HIDE IN SHADOWS HEAR NOISE CLIMB WALLS READ LANGUAGE



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

TO HIT ARMOR CLASS

SPELLS:

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CHARACTER SKETCH

