

Player: \_\_\_\_\_  
 Character: \_\_\_\_\_  
 Race: \_\_\_\_\_  
 Class/Level: \_\_\_\_\_  
 Gender: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_

Alignment: \_\_\_\_\_  
 Religion: \_\_\_\_\_  
 Age: \_\_\_\_\_  
 Weight: \_\_\_\_\_



**AC:** \_\_\_\_\_ **Max HP:** \_\_\_\_\_ **Current HP:** \_\_\_\_\_ **Saving Throw:** \_\_\_\_\_

Ability Scores				
STR	Co-Hit Modifier:	Damage Modifier:	Open Doors:	Carry Modifier:
DEX	Missile Weapon Co-Hit Modifier:		Effect on AC:	
CON	Hit Point Modifier:	Raise Dead Survival:		
INT	Max Additional Languages:	Max Spell Level:	Learn Spell %:	Min/Max Spells Per Level:
WIS	Bonus first-Level Cleric Spell? (15 WIS or higher) -			
CHA	Max Special Hirelings:			

### Weaponry

Weapon	Co-Hit	Damage	Weight

### Armor & Shields

Armor	AC Adjustment	Weight

### Thief Skills

Climb Walls	Delicate Tasks	Hear Sounds	Hide in Shadows	Move Silently	Open Locks

### To-Hit Chart

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

### Movement Rates

Indoor, Underground & City		Outdoors	
Walking: _____ (base x10 ft per turn)	Walking: _____ (base in miles per day)	Forced March: _____ (base doubled in miles per day)	Combat: _____ (base divided by 3, x10 yards per round)
Running: _____ (base x20 ft per turn)	Combat: _____ (base divided by 3, x10 yards per round)		

## Number of Spells Known per Level

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

Known Spells				Abilities

Gear & Supplies		

**Wealth:**

**Character Description:**

**Personality:**

**Effects & Conditions:**