Name		Group	
Race	Class	Level	X.P.

Statistics

STR	Hit+	Dmg+	Open	Bend Bars	%							
INT	Lang / Prof +	Know Spell	%	Max Spells								
WIS	Mental Save	Spell Failure	%	Bonus Spells	1:	2:	3:	4:				
DEX	Surprise +	Missile +	Defense -									
CON	Hit Point +	SSS	%	Resurrect	%							
CHR	Max # Hench	Loyalty	Reaction +	CMS+								
CMS												

Portrait / Symbol

Health

	Base HP	CON +												
	Unadjusted Hit Point Advancement Per Level													

AC

Hit Score vs. Armor Class

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

Profile

Ht	Wt	Sex
Age		Date of Birth
Complexion		
Hair		Eyes
Appearance		
Religion		
Place of Birth		
Family / Clan / House		
Child #	out of	
Social Class		
Title(s)		
Background		

Saving Throws

	Score
Paralyzation - Poison - Death	
Petrification - Polymorph	
Rod - Staff - Wand	
Breath Weapon	
Spells	

Perception

Infravision	Ultravision
Find Secret	Find Concealed
See Invisible	Detect Noise
Special	

Proficiencies

Unused Slots
Training

Weapon	**Slots**

Non-Weapon	**Score**	**Slots**

Movement

Base Rate
Special

Languages

	Slots

Abilities & Skills

Spells / Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
Max. Usable										
Used										

Personality

Alignment	
Calmness	Cheerfulness
Courtesy	Cruelty
Curiosity	Forgiveness
Helpfulness	Honesty
Loyalty	Optimism
Patience	Piety
Selfishness	Shyness
Sociality	Valor
Virtues & Weaknesses	
Personality Notes (Goals, Quirks etc.)	

Equipment

Clothing

Coins

	Carried	Not Carried
Platinum		
Gold		
Electrum		
Silver		
Copper		

Valuables

	Value

Armor

Weapons

	#AT	Adjusted Hit+	Adjusted Dmg+	Damage vs. Small / Man	Damage vs. Large

Missiles

	Number

Potions, Elixirs & Oils

Edibles

	Number
Iron Rations	
Water Skins	

Herbs & Poisons

	Doses
Healing Herbs	

Notes

Scrolls

Animal Companion

Name		
Race		Move
HD	HP	AC
#AT	Dmg	
Special		

Rings

Miscellaneous Magic

Wands etc.

	Charges

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