

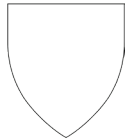
Character Creation Date: _____
 Campaign: _____
 Dungeon Master: _____
 Player: _____



Character Record Sheet

Character Name

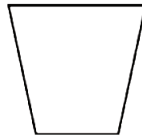
Race: _____ Sex: _____ Height: _____ Eyes: _____
 Group: _____ Class: _____ Weight: _____ Hair: _____
 Kit: _____ Level: _____ Size: _____ Age: _____



Armour Class

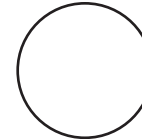
Without Dexterity:
 Without Shield:

Rear:
 Touch:



Hit Points

Temporary:
 Maximum:



Movement Rate

Combat Rate:
 Withdraw Rate:

Ability Scores

Strength	<input type="text"/>	To Hit/ Damage:	Weight Allowance:	Maximum Press:	Open Doors:	Bend Bars/ Lift Gates:
Dexterity	<input type="text"/>	Reaction Adjustment:	Missile Attacks:	Defensive Adjustment:		
Constitution	<input type="text"/>	Hit Point Adjustment:	System Shock Survival:	Resurrection Survival:	Poison Save:	Regeneration Rate:
Intelligence	<input type="text"/>	Insight Bonus:	Maximum Spell Level:	Learn Chance:	Maximum Spells Per Level:	Bonus Proficiencies:
Wisdom	<input type="text"/>	Magical Defence Adjustment:	Maximum Spell Level:	Spell Failure:		
Charisma	<input type="text"/>	Maximum Henchmen:	Loyalty Base:	Reaction Adjustment:		

Saving Throws

Paralysation, Poison, or Death Magic	<input type="text"/>	Adjustments
Rod, Staff, or Wand	<input type="text"/>	
Petrification or Polymorph	<input type="text"/>	
Breath Weapon	<input type="text"/>	
Spells	<input type="text"/>	
		Physical: _____
		Directed: _____
		Insight: _____
		Will: _____
		Other: _____

Special Abilities

Racial Abilities

Class Abilities

Languages Known: _____

Proficiencies

Weapon

Initial Slots: _____ Free Slots: _____
 Additional Slots: / _____

 Attacks per Round: / _____
 With Specialised Weapon: / _____

Non-Weapon

Initial Slots: _____ Free Slots: _____
 Additional Slots: / _____

Equipment

Armour

Weapons

Clothing

Mounts & Livestock

Other

Encumbrance:

(Weight in packs: _____ Weight in pouches: _____ Other: _____)

Combat

THAC0:

Weapon	To Hit	Damage		Speed	Attacks/ RoF	Range		
		S/M	L			S	M (-2)	L (-5)

Loot

Coins

Beads: _____

Bits: _____

Ceramic: _____

Silver: _____

Gold: _____

Other Treasure

Experience Points

Current Experience: _____

Need for Next Level: _____

Spells

Spells per Day

	1	2	3	4	5	6	7	8	9	10
Base										
Bonus										
Total										

Specialised School:
Opposition Schools:
Spell Immunities:

Major Spheres:
Minor Spheres:

First

Second

Third

Fourth

Fifth

Sixth

Seventh

Eighth

Ninth

Tenth

Scrolls

Components

Psionics

Psionic Strength Points:
Mental Armour Class:

Total Disciplines:
Defence Modes:

Total Sciences:

Total Devotions:

Sciences **Clairsentience**

Sciences **Psychokinesis**

Sciences **Psychometabolism**

Devotions

Devotions

Devotions

Sciences **Psychoportation**

Sciences **Telepathy**

Sciences **Metapsionics**

Devotions

Devotions

Devotions

Attack Modes

Harbingers

Defence Modes

Constructs

Background

Nationality: _____ Lord or Owner: _____
Birthplace: _____ Patron: _____
Birth Date & Zodiac: _____ Faction Membership: _____
Relatives: _____ Religion: _____

Notes