General Information

Character			
Player			
DM			
Race			
Class			
Kit			
Height		Weight	
Eye		Hair	
Age		Gender	
Alignment			
Homeland			
Clan			
Patron			
Religion			

Abilities

STR		HitMod		DmgMod		Weight		MaxWgt		OpenDrs		BB/LG	%
DEX		ReactionAdjust				MissileAttAdj				DefenseAdjust			
CON		HPMod		SysShk	%	ResSur	%	PoiRes					
INT		MaxSpellLevel				LearnSpell	%	Spells/Level					
WIS		Magic Defense		Bonus Spells				Spell Fail	%				
CHR		Max Henchman				Loyalty Base		React Adjust					

Experience

Level		Bonus		Next	
Exp					

Health

Max HP	
Wounds	

Encumberance

12/6	11/6	10/5	9/5	8/4	7/4	6/3	5/3	4/2	3/2	2/1	1/1

Carried

Armor

Kind	Type	AC
Base		
Shield		
Dex		

AC		Surp		Rear	

Treasure

Platinum	
Gold	
Electrum	
Silver	
Copper	
Other	

Provisions

Food	
Feed	
Water	

Saving Throws

Save	Base	Mod
Para/Pos		
Rd/St/Wd		
Petr/Poly		
Breath		
Spell		

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Equipment

Type	Qt	Wt	Location	Notes	Type	Qt	Wt	Location	Notes

Followers/Mounts/Pets/Henchman/Etc

Name	Race/Class	Info

Weapon Proficiencies

Proficiency	Level	Proficiency	Level

Languages

Nonweapon Proficiencies

Proficiency	Abl	Mod	Total	Slots	Proficiency	Abi	Mod	Total	Slots

Combat

THAC0

Weapons			Damage		Mods		Range						
Weapon	Qt	Wt	SM/L		Att/Dmg		Srt/Med/Lng			Size	Type	Speed	Notes

Ammunition

Abilities/Notes/etc.