Player: ____________________ Class: ____________________

Character: ____________________ Race: ____________________

Level: __________ Patron Deity: ____________________ Alignment: ____________________

Age: ________ Height: ________ Weight: ________ Hair: ________ Eyes: ________

Special Attributes: ____

Languages: ____

Strength		Hit Adj.	Damage	Weight Allow	Max. Press	Open Doors	Bend Bars
Intelligence		Slots	Chance to Learn Spell		Maximum Spells/Level		Immunities
Wisdow		Magic Def.	Spell Bonus	Immunities			
Dextery		Missile Hit	Reaction	Armor			
Constitution		H.P. Adj.	System Shock Survival		Resurrection Survival		
Charisma		Reaction	Loyalty	Comeliness	Maximum Henchmen		
Comeliness		Total	Initial React.	Notes			

Money		
PP	5	
GP	1	
SP	$\frac{1}{10}$	
CP	$\frac{1}{100}$	

Gems

Non-Weapon Proficiencies Slots: _______ ____/____Levels

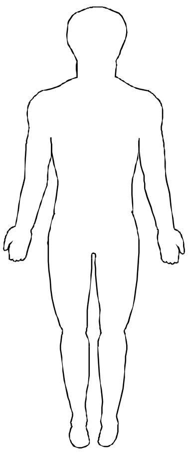
#	Non-Weapon Proficiencies	Score

Weapon Proficiencies Slots: _______ ____/____Levels

Weapon Proficiencies	

Notes

Special Abilities



Thieving	Base	Raça	Dest.	Armor	Total
Pick Pockets					
Open Locks					
Find Secrets					
Find/Remove					
Move Silency					
Hide in Shadows					
Hear Noise					
Climb Walls					
Read Languages					
Backstab	Dmg x				

Movement Rate

Experience

Bonus: Next Level:

Hit Points

Hit Die: | Death: | Reg.:

____

Armor Class

Total

Rear: ____
Shieldless: ____
No Dextery: ____
Magic Bonus: ____
Armor: ____
Natural: ____

Saving Throws

Paralyzation, Poison or Death Magic — Special

Rod, Staff or Wand — Wisdow | Reaction | Special

Petrification or Polymorph — Special

Breath Weapon or Area of Effect — Reaction | Special

Spell — Wisdow | Reaction | Special

Magical Items	#

Animals and Followers

Name	H.P.	Armor	THAC0	#AT	Damage	Notes

Normal Items

			Bonus		Damage		
Weapon	Prof.	#AT	Hit	Dam	S-M	L	Notes

Notes

Totals (most used)

Weapon	#AT	+Hit	+Dam	S-M	L	Notes

Natural	
Melee Hit	
Damage	
Missile	
Reaction	

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

Spells (Wizard)

√	1º Level

√	3º Level

√	5º Level

√	7º Level

√	2º Level

√	4º Level

√	6º Level

√	8º Level

√	9º Level

Spells (Priest)

√	1º Level

√	2º Level

√	3º Level

√	4º Level

√	5º Level

√	6º Level

√	7º Level

Psionicist

Psionic Strength Points

Walk: 1/2 turns	Rest: 1/turn	Sleep: 2/turn

Psionic Diciplines:

Psionic Sciences

Name	Power Score	Inicial	Maintenance	Pag.

Psionic Devotions

Name	Power Score	Inicial	Maintenance	Pag.