Name: **Class:** **Level:**

Race:_____ Alignment:_____
Sex:_____ Height:_____ Eyes:_____
Age:_____ Weight:_____ Hair:_____
Skin/Hide:_____

Hit Points: _____
Wounds: _____
Armor Class: _____
# of Attacks: _____
THAC0: _____

	Class	Current XP	Next Level
____ Lanterns (copper)			
____ Stars (silver)			
____ Dragons (gold)			
____ Moons (platinum)			

Saving Throws

Paralization, Poison, Death: _____
Rod, Staff, Wand: _____
Petrification, Polymorph: _____
Breath Weapon: _____
Spell: _____

Armor, Shield, Defenses:

____ **STR** to hit:_____ to dmg:____ weight:____ max. press: _____ o.d.:_____ bb/lg:____%
____ **DEX** reaction:_____ missile attack:_____ defense adjustment:_____
____ **CON** HP:_____ sys. shock:____% res. survival:____% poison save:____ regen.:_____
____ **INT** #languages:_____ chance to learn spell:____%
immune to:_____
____ **WIS** magical defense:____ bonus MSTR/MPOT:_____
immune to:_____
____ **CHA** #henchmen:_____ loyalty: _____ reaction/*charm* adjustment:_____

Weapon Proficiencies: ____ **Non-Prof. Penalty:** ____ **Total Skill Points:** ____ **Non-Weapon Proficiencies:** ____

Weapon Proficiencies Known:	Skill

Non-Weapon Proficiencies Known:	Stat.	Adj.	Skill

Rogue Skills

	Base	Race	DEX	Armor	Skill	Other Adj.	Total
Pick Pickets:							%
Open Locks:							%
Manipulate Traps:							%
Move Silently:							%
Hide in Shadows:							%
Detect Noise:							%
Climb Walls:							%
Read Languages:							%

Notes on Appearance:

Clothing:

Equipment:

Provisions: