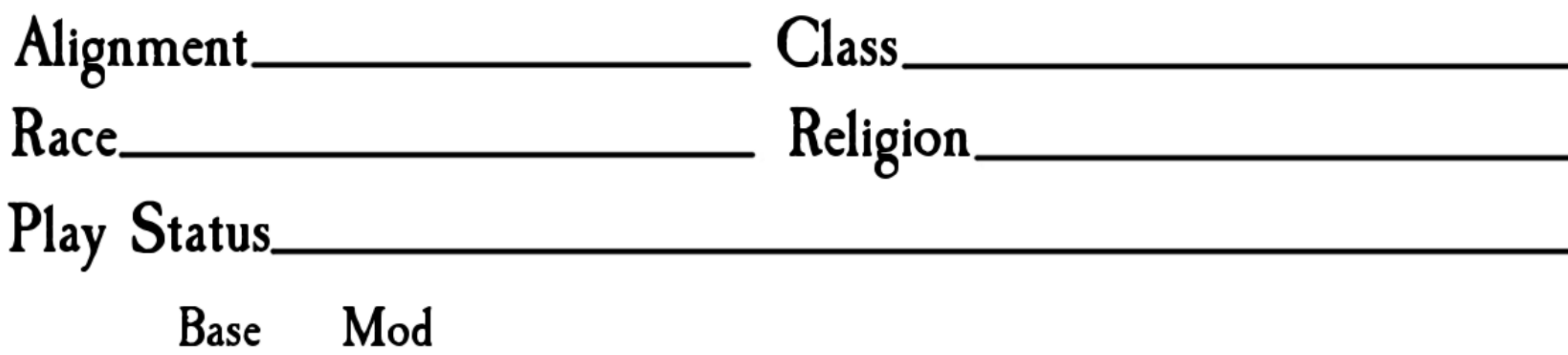




Character Name:		Level
Player Name _____		Current XP's
Name of Character Sponsor _____		
Character's Birthday _____		Next Level
Hit Points	Hit Die Rolls (TIP: Keep track of damage on scratch paper!)	

STR			Hit Adj.	Dmg Adj.	Max Load	Max Press	Open Doors	BB/ L.G.%	PER	SAVING THROWS	Save
DEX			Initiative Modifier		Hit Adjustment		AC Adjustment			Paralyze/Poison/Death	
CON			HP Adj	System Shock	Res Survival	Poison Save	Regeneration		COM	Rod/Staff/Wand	
INT			Extra Skills	Maximum Spell Level	Learn Spell %	Spells per Level	Spell Immunity			Petrification/Polymorph	
WIS			Magic Defense Adjustment		Bonus Spells	Spell Failure Percentage	Spell Immunity		CP's	Breath Weapon	
CHA			Max # of Henchmen		Loyalty Base	Reaction Adjustment	Comeliness Adjustment			Spells	

Height_____ ' _____"	Hair_____
Weight_____	Eyes _____
Equipped Weight_____	Skin/Coat_____
Age_____	Max Age_____
Sex ♂ ♀ ○ ♂♀	Handedness_____



Surprised/Rear	Armor Pieces	AC	Durability
Shieldless	_____	_____	_____
	_____	_____	_____
Touch	_____	_____	_____
	_____	_____	_____

Weapon	Initiative Modifier	T.A.B.	Damage (SM/L)	Range	Speed	Size	Type	Style	Weight
--------	------------------------	--------	---------------	-------	-------	------	------	-------	--------

			/							
			/							
			/							
			/							
			/							

MOVEMENT		AMMUNITION		WEALTH		SPECIAL ABILITIES		FOOD	
Base	_____		Adamant	_____ _____ _____ _____ _____ _____ _____ _____ _____ _____					
Light	_____		Platinum						
Moderate	_____		Gold						
Heavy	_____		Silver						
Severe	_____		Bronze						
Jog x2	_____	Other Ammo	Radiants						
Run x3	_____		Pyramids						
Run x4	_____		Copper						
Run x5	_____		Gems						
								WATER 	

[illegible]

