

NAME		HIT PROBABILITY: DAMAGE: WEIGHT ALLOWANCE: MAX. PRESS: OPEN DOORS: BEND BARS / LIFT GATES:	STR	DEX	CON	INT	WIS	CHA						
RACE SEX			ARMOUR-CLASS ADJ:	HIT-POINT ADJ:	CHANGE TO KNOW SPELL:	MIN. SPELLS / LEVEL:	MAX. SPELLS / LEVEL:	SPELL BONUS:	MAX. HENCHMEN:					
HEIGHT WEIGHT			REACTION ADJ:	SYSTEM SHOCK SURVIVAL:	MAX. NO. LANGUAGES:	SPELL FAILURE:	LOYALTY BASE:	REACTION ADJ:						
AGE			MISSILE ATTACK ADJ:	RESURRECTION:										
ALIGNMENT	PATRON DEITY	ADJUSTED SCORE REQUIRED TO HIT ARMOUR-CLASS:		0	1	2	3	4	5	6	7	8	9	10
CHARACTER CLASS		d20 SCORE REQUIRED TO SAVE AGAINST LISTED ATTACK FORM:												
LEVEL		PARALYSIS POISON DEATH MAGIC			PETRIFICATION POLYMORPH			ROD STAFF WAND			BREATH WEAPON		SPELL	

HIT-POINTS GAINED PER LEVEL (including bonuses)															
LEVEL:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
HIT-POINTS:															

H.P. TOTAL

WEAPON TYPE	SPEED FACTOR	BLOWS PER RD	DAMAGE		STRENGTH ADJUSTMENTS		NOTES	RANGE						
			S-M	L	ATTACK	DAMAGE		POINT BLANK	SHORT	MEDIUM	LONG			

<p>ARMOUR CLASS</p> <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 10px auto;"></div> <p>ARMOUR TYPE:</p> <div style="border: 1px solid black; height: 60px; margin-top: 5px;"></div>	<p>NON-WEAPON SKILLS</p> <div style="border: 1px solid black; height: 150px; margin-top: 5px;"></div>	<p>SPECIAL ABILITIES</p> <div style="border: 1px solid black; height: 150px; margin-top: 5px;"></div>
<p>EXPERIENCE</p> <div style="border: 1px solid black; height: 100px; margin-top: 5px;"></div> <p style="text-align: right; font-size: 0.8em;">NEXT LEVEL AT:</p>		<p>LANGUAGES</p> <div style="border: 1px solid black; height: 100px; margin-top: 5px;"></div>

MONEY			JEWELLERY and VALUABLES	MAGICAL APPARATUS						
GOLD	SILVER	COPPER								
MISCELLANEOUS				EQUIPMENT	LOCATION	ENCUMBRANCE				
								TOTAL ENCUMBRANCE		