Character Name: _____

Player Name: _____ Age: _____

Class: _____ Race: _____

Level: _____ Alignment: _____

Gender: _____ Move: ____" / ____"

STR Paralysis & Constriction ____% mod ____

INT Arcane Magic & Illusion ____% mod ____

WIS Confusion, Divine Magic, Gazes, Petrification ____% mod ____

DEX Breath Weapon & Traps ____% mod ____

CON Disease, Energy Drain, Poison ____% mod ____

CHA Death Attack, Charm, Fear ____% mod ____

Hit Points

Max: _____

Class: _____

Con: _____

Other: _____

_____

Armor Class

Base: +10

Armor: _____

Shield: _____

Dexterity: _____

Other: _____

Base To-hit

Class: _____

Str/Dex: ____/____

Other: _____

_____

Affiliations: _____

_____

Special Abilities:

_____

_____

_____

_____

_____

_____

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_____

_____

Primary Weapons

Severity: d8 d10 d12

Weapon	Bonus To-Hit	Damage S / M / L	Speed	Notes

Equipment

Item	Cost	Weight	Enc	Notes

Enc Total: ____ Move Pen. ____ Skill Pen. ____ AC Pen. ____

Gold & Gems

Potions

Experience

Training Cost

XP Needed

Languages

Combat Modifiers

Flank attack	+1
High ground	+1
Rear attack	+2
Defender stunned	+2
Defender prone	+5
Defender helpless	+10
Firing into Melee	-4
Disallowed weapon	-4
Mounted - melee	-2
Mounted - ranged	-4
Medium range	-2
Long range	-6
Light cover	-2
Medium cover	-4
Heavy cover	-6
Total cover	-10
Defender invisible	-10

Check Modifiers

(Target Number 18)

Attribute is Prime	+6
Task is class-specific	+1 / level
Saving throw	+1 / level
Attribute 5-7	-2
Attribute 6-8	-1
Attribute 13-15	+1
Attribute 16-17	+2
Attribute 18-19	+3

Combat Options

Attack — Move ½ normal move and attack.

Move — Move at full move, or run (Move x2 in a straight line)

Charge! — Move at x2 in a straight line (minimum normal move). +2 dmg, -4 AC

Parry — AC bonus equal to half your level (+1 for fighters, rangers, barbarians, paladins, and knights)

Grapple — AC 15
+2 for each size difference
Opponent is prone unless he grapples back.