

Character name _____	Height _____	Alignment _____
Player name _____	Weight _____	Status _____
Race _____	Age _____	Mental: _____ Physical: _____
Class _____	Level _____	Encumbrance _____

<p style="text-align: center; color: blue; margin: 0;">Attributes</p> <table border="1" style="width: 100%; border-collapse: collapse; font-size: small;"> <tr> <td style="width: 10%; text-align: center;">STR</td> <td style="width: 10%; text-align: center;">○</td> <td style="width: 15%;">Hit Prob.</td> <td style="width: 15%;">Dmg. Adj.</td> <td style="width: 15%;">Weight All.</td> <td style="width: 15%;">Max Press</td> <td style="width: 15%;">Open. Doors</td> <td style="width: 15%;">Bend bars/ Lift gates</td> </tr> <tr> <td style="text-align: center;">DEX</td> <td style="text-align: center;">○</td> <td colspan="2">Reaction Adj.</td> <td colspan="2">Missile Attack Adj.</td> <td colspan="2">Defensive Adj.</td> </tr> <tr> <td style="text-align: center;">CON</td> <td style="text-align: center;">○</td> <td>HP Adj.</td> <td>System Shock</td> <td>Resurrection</td> <td>Poison Save</td> <td>Rege- neration</td> <td></td> </tr> <tr> <td style="text-align: center;">INT</td> <td style="text-align: center;">○</td> <td># of Lang.</td> <td>Spell Level</td> <td>Chance to Learn Spell</td> <td>Max. # of Spells/Lvl</td> <td>Illusion Immunity</td> <td></td> </tr> <tr> <td style="text-align: center;">WIS</td> <td style="text-align: center;">○</td> <td colspan="2">Magical Defense Adj.</td> <td>Bonus Spells</td> <td colspan="3">Chance of Spell Failure</td> </tr> <tr> <td style="text-align: center;">CHA</td> <td style="text-align: center;">○</td> <td colspan="2">Max. # of Henchmen</td> <td>Loyalty Base</td> <td colspan="3">Reaction Adj.</td> </tr> </table>	STR	○	Hit Prob.	Dmg. Adj.	Weight All.	Max Press	Open. Doors	Bend bars/ Lift gates	DEX	○	Reaction Adj.		Missile Attack Adj.		Defensive Adj.		CON	○	HP Adj.	System Shock	Resurrection	Poison Save	Rege- neration		INT	○	# of Lang.	Spell Level	Chance to Learn Spell	Max. # of Spells/Lvl	Illusion Immunity		WIS	○	Magical Defense Adj.		Bonus Spells	Chance of Spell Failure			CHA	○	Max. # of Henchmen		Loyalty Base	Reaction Adj.			<p style="text-align: center; color: blue; margin: 0;">Movement factor</p> <table border="1" style="width: 100%; border-collapse: collapse; font-size: small;"> <tr><td>Base (->)</td><td style="width: 40px;"></td></tr> <tr><td>Light (->)</td><td></td></tr> <tr><td>Moderate (->)</td><td></td></tr> <tr><td>Heavy (->)</td><td></td></tr> <tr><td>Severe (->)</td><td></td></tr> <tr><td>Jogging (x 2)</td><td></td></tr> <tr><td>Running (x 3)</td><td></td></tr> <tr><td>Running (x 4)</td><td></td></tr> <tr><td>Running (x 5)</td><td></td></tr> </table>	Base (->)		Light (->)		Moderate (->)		Heavy (->)		Severe (->)		Jogging (x 2)		Running (x 3)		Running (x 4)		Running (x 5)		<p style="text-align: center; color: blue; margin: 0;">Saving throws</p> <table border="1" style="width: 100%; border-collapse: collapse; font-size: small;"> <tr> <td style="width: 20%;">Paral./Poison/ Death magic</td> <td style="width: 10%; text-align: center;">○</td> <td style="width: 70%;"></td> </tr> <tr> <td>Rod/Staff/ Wand</td> <td style="text-align: center;">○</td> <td></td> </tr> <tr> <td>Petrification/ Polymorph</td> <td style="text-align: center;">○</td> <td></td> </tr> <tr> <td>Breath weapon</td> <td style="text-align: center;">○</td> <td></td> </tr> <tr> <td>Magic Spell</td> <td style="text-align: center;">○</td> <td></td> </tr> </table>	Paral./Poison/ Death magic	○		Rod/Staff/ Wand	○		Petrification/ Polymorph	○		Breath weapon	○		Magic Spell	○	
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Hit points _____	Damage _____	Ammunition _____
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MKS _____
 Monster Kill Statistic (number of kills)

Weapons (THACO _____)	#AT	Att. Bon.	Dmg. Adj.	THACO	Dmg (S/M)	Dmg (L)	S	M	L	Size	Type	Speed	Weight

Armor class

Total AC	Back	Side	Surprised
○	○	○	○

Total weight of armor: _____

Condition of armor: _____

Weapon Proficiencies ()

Spec.

Slots

Nonweapon Proficiencies ()

Ability

Score

Slots

Languages

Special Abilities

Character Details

Modifiers to Initiative Situation	Modifier
Called shot	+1
Charging	+2
Foreign environment	+6
Hasted	-2
Higher ground	-1
Hindered (tangled or climbing)	+3
Set to receive charge	-2
Slowed	+2
Wading in deep water or snow	+4
Wading or on slippery ground	+2
Waiting	+1
Optional Modifiers:	
Breath weapon	+1
Demoralized	+5
Magic Item	
Potion	+4
Ring	+3
Rod	+1
Scroll	Casting time
Staff	+2
Wand	+3
Miscellaneous	+3
Magic spell	Casting time
Size of weaponless attacker	
Small or medium	+3
Large	+6
Weapon speed	Speed score

Combat Modifiers to Attack Roll Situation	Modifier
Attacker	
buffeted, unsteady, prone	-2
charging (+450% move)	+2
climbing or precarious	-4
higher or mounted	+1
uses weapon specialty	+1
wading or mired	-1
Attacking rear or from above	+2
Attacking unshielded flank	+1
Called shot	-4/-8
Darkness, blindness, invisible target	-4
Defender	
dodging	-1/4 lvl
higher or mounted	-1
off-balance	+2
parrying	-1/2 lvl
sleeping or held	SV: Death
stunned or prone	+4
surprised	+1
Moonlight, mist, camouflage	-1
Starlight, fog, light in eyes	-3
Underwater	-4

Weapon Effect and Armor Armor	Slashing	Piercing	Bludgeoning
Banded mail	-2	0	-1
Brigandine	-1	-1	0
Bronze plate mail	-2	0	+2
Chain mail	-2	0	+2
Field plate mail	-3	-1	0
Full plate mail	-4	-3	0
Leather armor	0	+2	0
Padded armor	0	+2	0
Plate mail	-3	0	0
Ring mail	-1	-1	0
Scale mail	0	-1	0
Splint mail	0	-1	-2
Studded leather	-2	-1	0

Combat Maneuvers

Delay attack (FHB 72)	Withdrawing/fleeing (PHB 128)
Jam	Shield charge (FHB 80)
Disarm (FHB 73f)	Shield stroke (FHB 80)
Seize (FHB 74f)	Charging (PHB 128)
Called shots (FHB 76ff)	Tactics (FHB 100ff)
Cut initials	Rotation
Cut off buttons	Shield wall
Nail down	Spearman
Take hostages	Overbearing (PHB 129)
Knock out (FHB 78)	Overthrow (FHB 80)
Parry (FHB 79f)	Surprise/show maneuver/feint (FHB 81)

Exchange Rates upon Krynn

Coin	Copper	Gold	Silver	Bronze/Iron	Steel	Platinum
Copper (cp)	1	2/5	1/5	1/50	1/100	1/500
Gold (gp)	5/2	1	1/2	1/20	1/40	1/200
Silver (sp)	5	2	1	1/10	1/20	1/100
Bronze/Iron (bp/ip)	50	20	10	1	1/2	1/10
Steel (stl)	100	40	20	2	1	1/5
Platinum (pp)	500	200	100	10	5	1

Valuables	Value			#	Value		
	Value	Loc.	Weight		Value	Loc.	Weight

Modifiers to Initiative Situation

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Standard Exchange Rates

Coin	Copper	Silver	Electrum	Gold	Platinum
Copper (CP)	1	1/10	1/50	1/100	1/500
Silver (SP)	10	1	1/5	1/10	1/50
Electrum (EP)	50	5	1	1/2	1/10
Gold (GP)	100	10	2	1	1/5
Platinum (PP)	500	50	10	5	1

Valuables	Value	Loc.	Weight	#	Value	Loc.	Weight

