## Player's Option™ Character Sheet

CharacterClass (Kit) LevelC	Experience Points							
Race (Height Weight Background Traits Disadvantages								
STR Stamina Muscle	Weight Allowance Sprint Check  Attack Damage Maximum Adjustment Adjustment Press	Melee Ac	FHAC0AdjustmenteAdjustment					
Aim Balance	Missile Adjustment Pick Pockets Open Locks  Reaction Defense Move Climb Adjustment Silently Walls  Reaction Adjustment Silently Walls							
ton Health Fitness	System Shock Poison Save Shieldless AC Hit Point Adjustment Ressurrection Chance Suprised AC							
Reason Knowledge	Spell Level Maximum # Spells Known Spell Immunity  Bonus Proficiencies/Character Pts. % Chance to Learn Spell							
Intuition Willpower	Bonus Spells/Spell Points % Chandagical Defense Adjustment Spell Im  Loyalty Adjustment Maximum	Saving Throws  Spells Rod/Wand/Staff Poison, Paralysis, Death Magic						
Leadership Appearance	Reaction Adjustment		Petrification or Polymorph Breath Weapon					
Racial Abilities Character Point Total Character () () () () () ()	Weapon Mastery  Weapon of Choice  Expertise  Specialization  Mastery  High Mastery  Grand Mastery							
-	ots per Level							
Weapon Adjusted THAC0 Type	Speed Size Reach Know	kdown # Attacks	Ranges (S/M/L)	Damage (S/M)	Damage (L)			
			1					

## PLAYER'S OPTION Character Sheet

Spell Point Total					Maximum Spell Level Maximum # of Intellig Spells per Level Wisdom					itellige <sup>7</sup> isdom	ence or Bonus	<del></del>				
Spell Cost																
rixed — Free 1	-	1st 4 8	<b>2nd</b> 6 12	3rd 10 20	4th 15 30	5th 22 44	6th 30 60	<b>7th</b> 40 80	8th 50 100	9t 60 12	)	Spellbook/ Spells Known				
Major Fixed Major Free Minor Fixed Universal Free	3		ison — — 1	1st 4 8 6 12	2nd 6 12 10 20	3rd 10 20 15 30	4th 15 30 22 44	5th 22 44 30 60	6th 30 60 40 80	7t) 40 80 50 10						
			_													
Current Spells Memorízed									item carried		nent &	: Wealt where		veight		
											(SP		Where			
					6					_   						
Tonweapon Proficiencies  Initial Slots/ Intelligence/ Additional CP Allotment Knowledge Bonus Slots or CPs/Level																
Proficiency Name	1 .	Slots/ P.cost	- 1	Base core	Relevan Ability		Ability Adjusted ljustment Score Movement & Encumbrance									
												Half move (×.5)	Walk (×1)	Charge (×1.5)	Jog (×2)	Run (×3)
			•							<u> </u>	None					
										-	Mod. (lb)					
			-							-	Heavy (lb) -2 to attacks +1 to AC		-			
***											Severe (lb) -4 to attack +3 to AC					