

ARDUIN CHARACTER SHEET

Players Name		Character's Name			Race			Class				
Alignment	Level (EL)/Max Level	AC	ADJ DEX	HIT PTS	Age	Life Span	Sex	Social Status	Religion			
Physical Description	Height	Weight	Eyes	Hair	Strength	Con	Agility	Dexterity	Int.	Wisdom	Char	Ego
	Scars & Birthmarks		Mechanical Ability		Stamina		Mana		Experience Points			
			Swimming		Parents Rank							
	Current Residence		Guild Status		Heirs		Regeneration		Hits Taken			
	Wealth		Primary Weapon		Primary Weapons Class		Attack Bonus		Defense Bonus		Damage Bonus	
					Secondary							
Special Abilities/Training	Item			Weight	Where Carried	Known Spells						
Known Languages												
Favorite Food & Drink	Weight Allowance		Total Weight			Magical Items Owned						
MOUNT		MOVEMENT		NOTES:								
Name:		ARMOUR:										
Type:		w/out Am:										
AC:		Air:										
Coloring:		Water:										
HP:	AGIL:	ARMOUR WORN										
DF:	Cons:	Awake:										
STR:	Stamina:	Asleep:										
DEX:	Age:											
Temperament				WORLD NAME								