



DATE CHARACTER BEGAN _____
 PLAYER NAME _____

CHARACTER

Players Character
 # _____



Character Name _____

CLASS: _____ LEVEL: _____
 RACE: _____ ALIGNMENT: _____
 PATRON DEITY: _____ RELIGION: _____
 PLACE OF ORIGIN: _____

MOVE BASE

CONCEALED _____ CLIMBING _____ SPECIAL MOVE _____
 SECONDARY SKILL _____ VISION _____ LISTENING _____

ABILITIES

S % HIT ADJ. DAM ADJ. OPEN DOORS BEND BARS
STRENGTH

I ADD. LANG. % KNOW SPELL MIN # SPELLS MAX # SPELLS
INTELLIGENCE

W MAGICAL ATR. ADJ. SPELL BONUS % SPELL FAILURE
WISDOM

D REACTION ADJ. MISSILE ADJ. DEFENSE ADJ.
DEXTERITY

C HIT POINT ADJ. SYSTEM SHOCK RESURRECT SURVIVAL
CONSTITUTION

CH MAX. # HENCHIMEN LOYALTY BASE REACTION ADJ.
CHARISMA

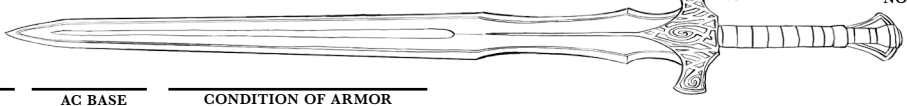
SAVING THROW ADJUSTMENTS

+/-	CONDITION	+/-	CONDITION

- SAVING THROWS:**
- Paralyzation/Poison-
 - Petrification/Polymorph-
 - Rod, Staff or Wand-
 - Breath Weapon-
 - Spells-

RESISTANCES: _____
DETECTION: _____
LANGUAGES: _____

WEAPONS OF PROFICIENCY: NUMBER _____ NON-PROFICIENCY PENALTY _____



COMBAT

AC ARMOR WORN AC BASE CONDITION OF ARMOR
 DEX ADJ. + MAGICAL ADJ. SHIELDLESS AC REAR AC

HIT POINTS
 CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

WOUNDS: _____
 SURPRISE / DEX. ADJUST. REAR ATTACKS ADJUST

COMBAT ADJUSTMENTS:

TOTALS: "TO HIT" ADJ. DAMAGE ADJ.

+/-	CONDITION	+/-	CONDITION

WEAPON IN HAND

WEAPON	MAG. ADJ.	SPACE REQUIRED/RANGE	ADJUSTED TO HIT ARMOR CLASS										DAMAGE VS SIZE S-M/L	
			10	9	8	7	6	5	4	3	2			



ATTACKS _____



SPELLS MEMORIZED PER LEVEL:

1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH 9TH

MORALE MODIFIER PATRON: _____
 SPECIAL ABILITIES: _____

MAGIC COMPONENTS: _____

TURNING UNDEAD: SKELETON ZOMBIE GHOUL SHADOW WIGHT GHAST
 WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

THIEVING SKILLS:

PICK POCKETS OPEN LOCKS* REMOVE/FIND TRAP* MOVE SILENTLY HIDE IN SHADOWS HEAR NOISE CLIMB WALLS READ LANGUAGE

*TRY ONCE ONLY PER LOCK OR TRAP



