

Player Name : \_\_\_\_\_  
 Name : \_\_\_\_\_ Alignment : \_\_\_\_\_  
 Class : \_\_\_\_\_ Hit Dice : \_\_\_\_\_  
 Race : \_\_\_\_\_ Level : \_\_\_\_\_

HP	Wounds
----	--------

Attributes	Attribute Modifiers
<b>Strength</b>	To Hit adjustment :
	Damage adjustment :
	Open doors :
<b>Dexterity</b>	Surprise adjustment :
	Missile attack adjustment :
	Armor class adjustment :
<b>Constitution</b>	Hit Point adjustment :
	System shock :
	Resurrection Survival :
<b>Intelligence</b>	Number of languages :
	Max spells per level :
	Chance to know spell :
<b>Wisdom</b>	Magic resistance adjustment :
	Bonus cleric spells :
	Chance of spell failure :
<b>Charisma</b>	Max number of henchmen :
	Loyalty base :
	Reaction adjustment :

Movement	Carried Weight : Turn / Segment	X
Normal Gear (35 lbs) :	120' / 12'	
Heavy Gear (70 lbs) :	90' / 9'	
Very Heavy Gear (105 lbs) :	60' / 6'	
Overloaded (106 lbs+) :	30' / 3'	

Saving Rolls
Paralyzation, Poison :
Petrification, Polymorph :
Rod, Staff or Wand :
Breath Weapon :
Spell Resistance :

Vision : \_\_\_\_\_  
 Hearing : \_\_\_\_\_  
 Surprise : \_\_\_\_\_

XP :
XP for next Level :

Armor (AC=Armor Class)		
Full AC	Base AC	Modifiers
		With Shield :
		When Surprised :
		Attacked from Rear :
		Other factor? :

COMBAT !															v
Roll															Roll
AC	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	AC	

Weapons in use	Dam S	Dam L	Speed	Range

Thief Skills	
Pick Pockets : _____	Hide in Shadows : _____
Open Locks : _____	Hear Noise : _____
Find / Remove Traps : _____	Climb Walls : _____
Move Silently : _____	Read Languages : _____

Turn Undead	
Skeleton	
Zombie	
Ghoul	
Shadow	
Wight	
Ghast	
Wraith	
Mummy	
Spectre	
Vampire	
Ghost	
Lich	



Level 1 :			Level 2 :			Level 3 :		
Level 4 :			Level 5 :			Level 6 :		
Level 7 :			Level 8 :			Level 9 :		
1st	2nd	3rd	4th	5th	6th	7th	8th	9th