Player: Character: Race: Class/Level:

haracter: ace:

Hair:

Gender:

Hlignment: Religion: Hge: Weight:



HC: Max HP: Current HP: Saving Throw:

Eyes:

		Ability Scor	¢ 8	
SCR	Co-hit Modifier:	Damage Modifier:	Open Doors:	Carry Modifier:
pex	Missile Meapon Co-hi	t Modifier:	Effect on HC:	,
CON	hit Point Modifier:	Raise Dead Survival:		
INC	Max Additional Canguages:	Max Spell Level:	Learn Speall %:	Min/Max Spells Per Level:
@IS	Bonus first—Level Cler	ic Spell? (15 WIS or highe	•) —	
СБН	Max Special Hirelings:			

Meaponry

Meapon	Co-Bit	Damage	W eight

Armor & Shields

Hrmor	HC Adjustment	M eight

Chief Skills

Climb Walls	Delicate Casks	hear Sounds	Tide in Shadows	Move Silently	Open Locks

To-hit Chart

9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Moveme							nent	Rate	8	1			1		•			
	Indoor, Underground & City							Outdoors										
Walk	Walking: (base x10 ft per turn)						a	Walking: (base in miles per day)										
Running: (base x20 ft per turn)						f	forced March: (base doubled in miles per day)							y)				
Com	bat:	(base d	ivided	by 3, x	10 ft p	er rour	nd)	C	ombai	t:	(bas	e divid	ed by	3, x10	yards į	oer rou	nd)

Number of Spells Known per Level

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9

		Known Spells		Hbilities
		Gear & Supplies		
lealth:	Cha	racter Description:	Person	ality:
ffects 🐉 C	ondition	8:		