

Character Name

Class & Level

Race

Alignment

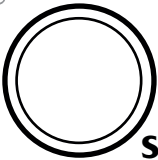
Languages

Experience & Next Level

Age & Gender

Height & Weight

Religion



STRENGTH

Hit Prob.

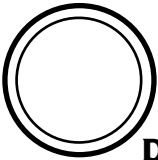
Weight Allow.

Open Doors

Damage Adj.

Max. Press

Bend Bars/Lift Gates

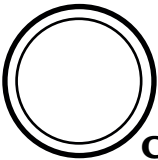


DEXTERITY

Reaction Adj.

Missile Attack Adj.

Defensive Adj.



CONSTITUTION

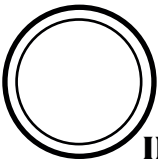
Hit Point Adj.

System Shock

Resurrect. Survival

Poison Save

Regeneration



INTELLIGENCE

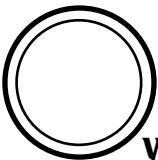
# of Languages

Spell Level

% to Learn Spell

Illusion Immunity

Max. # Spells/Level



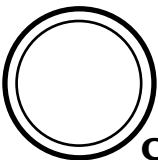
WISDOM

Magical Def. Adj.

Bonus Spells

% of Spell Failure

Spell Immunity



CHARISMA

Max. # Henchmen

Loyalty Base

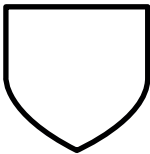
% of Spell Failure

Reaction Adj.



HIT POINTS

Wounds



ARMOR CLASS

Shieldless

Rear

Surprised

Misc.

SAVING THROWS

Death Magic, Paralyze, or Poison

Modifiers

Save

Rod, Staff, or Wand

Modifiers

Save

Petrify/Polymorph

Modifiers

Save

Breath Weapon

Modifiers

Save

Spells

Modifiers

Save

MOVEMENT

Base Move

(x10 Yards)

In Combat

(x10 Feet)

Jogging

(x10 Yards)

X-Country

(Miles)

Weapon	THACo	Damage (SM/L)	Range	Size	Type	Spd.
Weapon	THACo	Damage (SM/L)	Range	Size	Type	Spd.
Weapon	THACo	Damage (SM/L)	Range	Size	Type	Spd.
Weapon	THACo	Damage (SM/L)	Range	Size	Type	Spd.

Special Attack

Ammunition

PROFICIENCIES

Spec.

Spec.

## EQUIPMENT

Weight

[illegible]

Light

Mod.

Heavy

Severe

## GP -

## SP -

## CP -

Misc.-

### DAYS OF SUPPLIES

## NOTES

[illegible]

## THIEVING SKILLS

<hr/>	<b>Pick Pockets</b>	<hr/>	%
Armor Adj.			
<hr/>	<b>Open Locks</b>	<hr/>	%
Armor Adj.			
<hr/>	<b>Find/Remove Traps</b>	<hr/>	%
Armor Adj.			
<hr/>	<b>Move Silently</b>	<hr/>	%
Armor Adj.			
<hr/>	<b>Hide in Shadows</b>	<hr/>	%
Armor Adj.			
<hr/>	<b>Detect Noise</b>	<hr/>	%
Armor Adj.			
<hr/>	<b>Climb Walls</b>	<hr/>	%
Armor Adj.			
<hr/>	<b>Read Languages</b>	<hr/>	%

## TURN UNDEAD

**Priest Level** \_\_\_\_\_

**Max Hit Die** \_\_\_\_\_

**Auto. Turn** \_\_\_\_\_ Hit Die

**Auto. Destroy** \_\_\_\_\_ Hit Die

## SPELLCASTING CLASSES

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## SCHOOL/SPHERE

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## SPELL SLOTS

**1st Level** \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

**2nd Level** \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

**3rd Level** \_\_\_\_ / \_\_\_\_ / \_\_\_\_

**4th Level** \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

**5th Level** \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

**6th Level**          /          /         

**7th Level** \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

**8th Level** \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

**9th Level** \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

## MISC. NOTES

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**Spell** \_\_\_\_\_ School/Sphere \_\_\_\_\_  
Level \_\_\_\_\_ Range \_\_\_\_\_ Duration \_\_\_\_\_ Components \_\_\_\_\_  
Casting Time \_\_\_\_\_ Area of Effect \_\_\_\_\_ Saving Throw \_\_\_\_\_ Page(s) \_\_\_\_\_  
Effect \_\_\_\_\_

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Level \_\_\_\_\_ Range \_\_\_\_\_ Duration \_\_\_\_\_ Components \_\_\_\_\_  
Casting Time \_\_\_\_\_ Area of Effect \_\_\_\_\_ Saving Throw \_\_\_\_\_ Page(s) \_\_\_\_\_  
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Effect \_\_\_\_\_

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