

Character Name

Class (Kit)

Alignment

Race

Experience Level

Age & Sex

Height & Weight

Hair & Eyes

Distinguishing Features

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

	Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift
	Surprise Adjust.	Missile Attack	Defensive Adjust.			
	Hit Point Adjust.	System Shock	Resurrect. Survival	Poison Save	Regen. Rate	
	Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level	Spell Immunity	
	Magical Defense	Bonus Spells		% Spell Failure	Spell Immunity	
	Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.			

Weaponry Information

Nonproficiency Penalty

Weapon Type	Type	Speed	# Attacks	Attack Adjust.	Ranges (S/M/L)	Damage Adjust.	Damage vs. S/M	Damage vs. L
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Character Sketch

Experience Points

+10% XP Bonus?  
Yes ☐ No ☐

Next Level XP Goal

Saving Throws

Paralysis, Poison, or Death

Rod, Staff, or Wand

Petrification or Polymorph

Breath Weapon

Magical Spell

Hit Points

Wounds Suffered

Attack Table

Melee Attack	THACO	Missile Attack
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-1	1
-2	2
-3	3
-4	4
-5	5
-6	6
-7	7
-8	8
-9	9
-10	10

Roll number or higher on 1d20

Armor Class

Armor Worn

Base AC

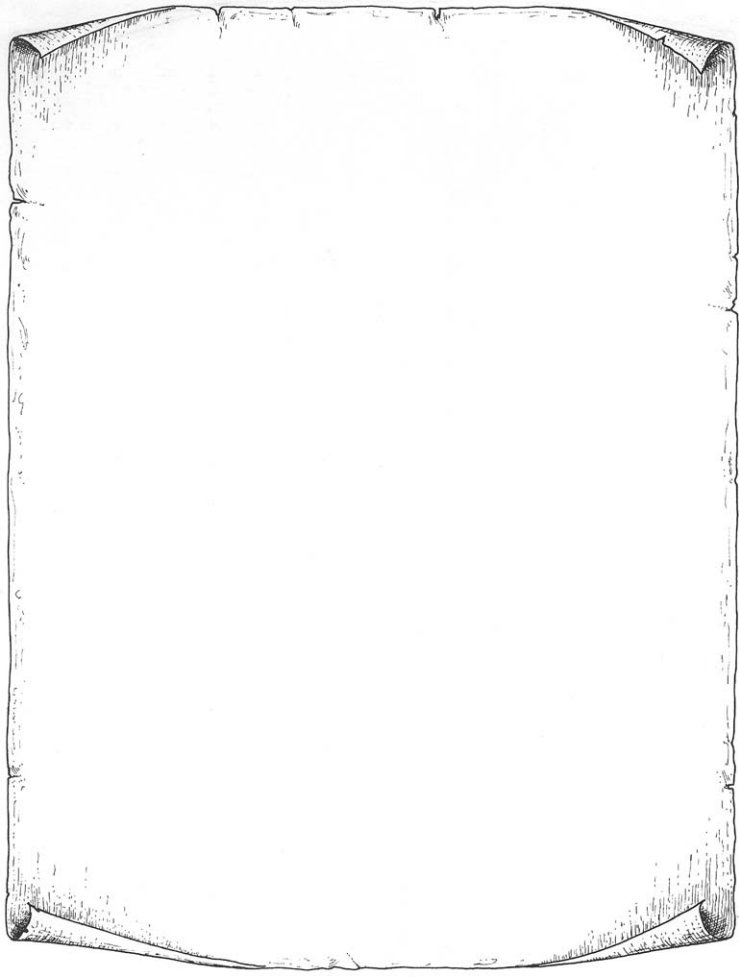
Surprised AC

Shieldless AC

Rear AC

Other Defenses





Character Name		Class (Kit)	
Alignment	Race	Experience Level	
Age & Sex	Height & Weight	Hair & Eyes	

Distinguishing Features

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

	Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift
	Surprise Adjust.	Missile Attack	Defensive Adjust.			
	Hit Point Adjust.	System Shock	Resurrect. Survival	Poison Save	Regen. Rate	
	Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level	Spell Immunity	
	Magical Defense	Bonus Spells		% Spell Failure	Spell Immunity	
	Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.			

## Weaponry Information

Nonproficiency Penalty

Weapon Type	Type	Speed	# Attacks	Attack Adjust.	Range (S/M/L)	Damage Adjust.	Damage vs. S/M	Damage vs. L

## Character Sketch

## Experience Points

+10% XP Bonus?

Yes ☐ No ☐

Next Level XP Goal

## Saving Throws

Paralysis, Poison, or Death

Rod, Staff, or Wand

Petrification or Polymorph

Breath Weapon

Magical Spell






## Hit Points

Wounds Suffered

## Attack Table

Melee Attack

THAC0

Missile Attack

-1	1
-2	2
-3	3
-4	4
-5	5
-6	6
-7	7
-8	8
-9	9
-10	10

Roll number or higher on 1d20

## Armor Class

Armor Worn

Base AC

Surprised AC

Shieldless AC

Rear AC

Other Defenses

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Spells per Level						
1st	2nd	3rd	4th	5th	6th	7th

Spells Memorized

Special

Nonprof.  
Penalty[illegible]

## Add'l Slot/ivls

[illegible]

Roll number or less on 1d20 to succeed

## WL

[illegible]


Cached


Treasures (Gems, Jewelry, etc.)

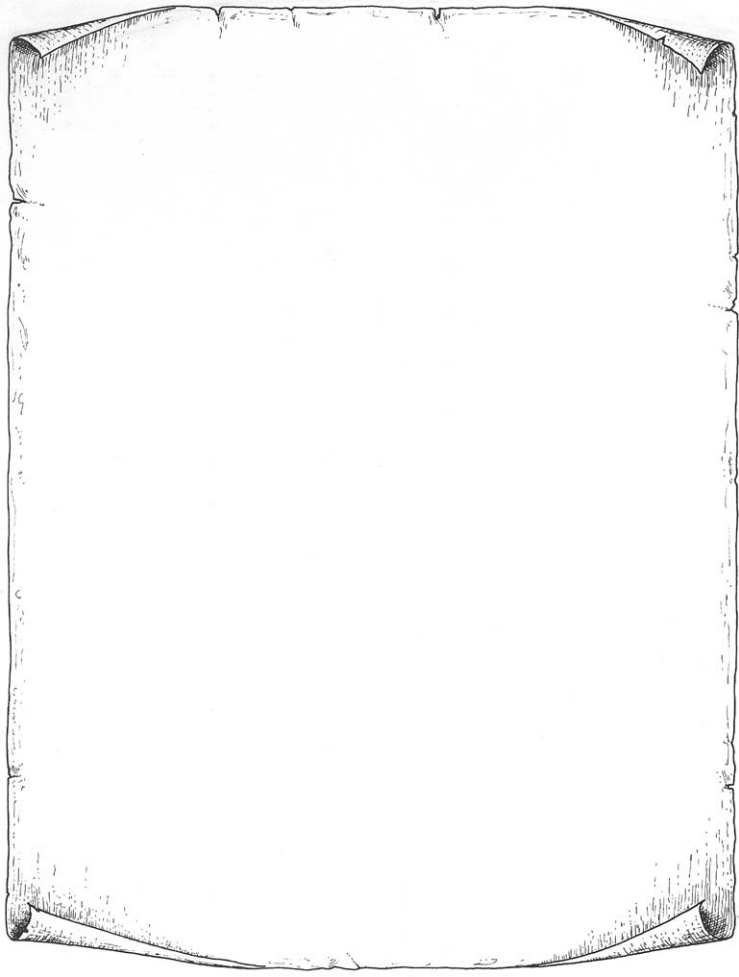
### Combat Effects

-4 Attack, +3 AC

## Run (x5)

Severe or Max.  
(Move=1)

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Character Name		Class (Kit)	
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Age & Sex	Height & Weight	Hair & Eyes	
Distinguishing Features			

Strength		Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift
Dexterity		Surprise Adjust.	Missile Attack	Defensive Adjust.			
Constitution		Hit Point Adjust.	System Shock	Resurrect. Survival	Poison Save	Regen. Rate	
Intelligence		Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level	Spell Immunity	
Wisdom		Magical Defense	Bonus Spells		% Spell Failure	Spell Immunity	
Charisma		Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.			

Weaponry Information								Nonproficiency Penalty
Weapon Type	Type	Speed	# Attacks	Attack Adjust.	Ranges (S/M/L)	Damage Adjust.	Damage vs. S/M	Damage vs. L

Character Sketch

Experience Points

☐ +10% XP Bonus?  
 Yes ☐ No ☐

Next Level XP Goal

Saving Throws

Paralysis, Poison, or Death	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Magical Spell

Hit Points

Wounds Suffered

Attack Table

Melee Attack	THAC0	Missile Attack
-1		1
-2		2
-3		3
-4		4
-5		5
-6		6
-7		7
-8		8
-9		9
-10		10

Roll number or higher on 1d20

Armor Class

Armor Worn

Base AC

Surprised AC

Shieldless AC

Rear AC

Other Defenses



## Thief Abilities

Pick Pockets	<input type="text"/>	Backstab	<input type="text"/>
		Damage	<input type="text"/>
Open Locks	<input type="text"/>	Spells per Level	
		1	2
Find/Remove Traps	<input type="text"/>	3	
		4	5
Move Silently	<input type="text"/>	6	
		Spells Memorized	
Hide In Shadows	<input type="text"/>	<input type="text"/>	
		<input type="text"/>	
Detect Noise	<input type="text"/>	<input type="text"/>	
		<input type="text"/>	
Climb Walls	<input type="text"/>	<input type="text"/>	
		<input type="text"/>	
Read Languages	<input type="text"/>	<input type="text"/>	
		<input type="text"/>	
Use Scrolls	<input type="text"/>	<input type="text"/>	
		<input type="text"/>	
Lore & Knowledge	<input type="text"/>	<input type="text"/>	
		<input type="text"/>	
Morale Modifier	<input type="text"/>	<input type="text"/>	
		<input type="text"/>	
Influence Reactions	<input type="text"/>	<input type="text"/>	
		<input type="text"/>	

## Weapon Proficiencies

Initial Slots	Add'l Slot/lvls	Nonprof. Penalty
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Weapon Name

[illegible]

## Nonweapon Proficiencies

Initial Slots	INT Bonus	Add'l Slot/lvs
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Proficiency  
Name

#	Rel.	Check
Slots	Ablty	Mod.

[illegible]

Roll number or less on 1d20 to succeed

## Equipment

[illegible]

## Racial Abilities

[illegible]

## Wealth

Type (GP Value)	Carried	Cached

Treasures (Gems, Jewelry, etc.)

[illegible]

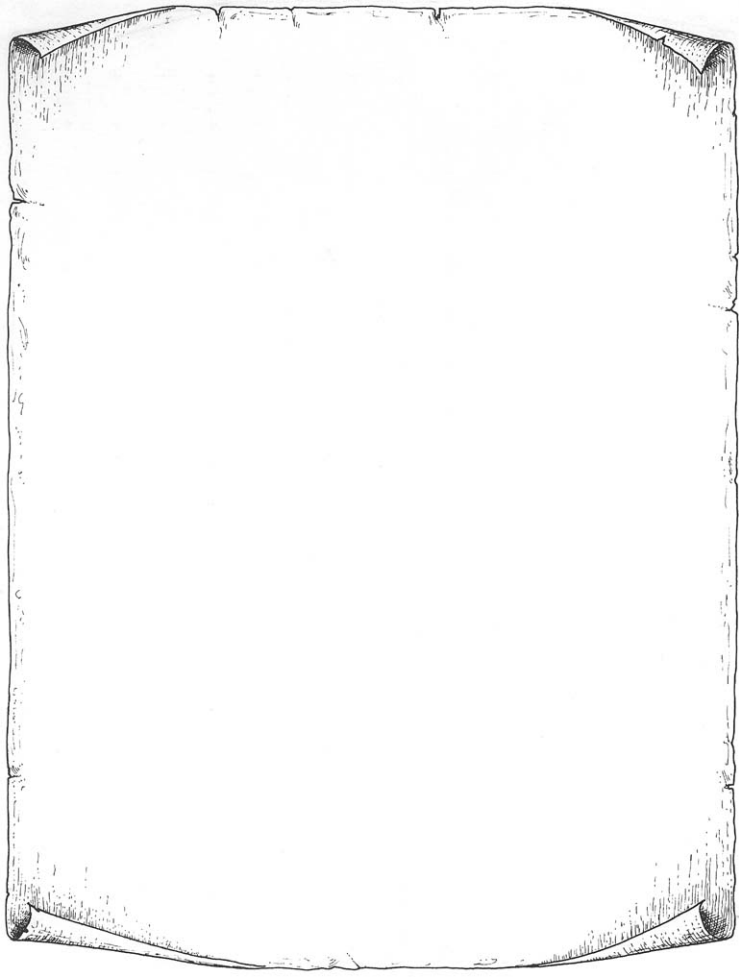
## Encumbrance

Category	Weight	Combat Effects
None		None
Light		None
Moderate		-1 Attack
Heavy		-2 Attack, +1 AC
Severe		-4 Attack, +3 AC
Maximum		-4 Attack, +3 AC

## Move Rates

Move Rates	Walk ( $\times 1$ )	Jog ( $\times 2$ )	Run ( $\times 3$ )	Run ( $\times 4$ )	Run ( $\times 5$ )
None (Base Move)					
Light ( $2/3$ Move)					
Moderate ( $1/2$ Move)					
Heavy ( $1/3$ Move)					
Severe or Max. (Move=1)					





Character Name		Class (Kit)	
Alignment	Race	Experience Level	
Age & Sex	Height & Weight	Hair & Eyes	

Distinguishing Features

Strength		Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift
Dexterity		Surprise Adjust.	Missile Attack	Defensive Adjust.			
Constitution		Hit Point Adjust.	System Shock	Resurrect Survival	Poison Save	Regen. Rate	
Intelligence		Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level	Spell Immunity	
Wisdom		Magical Defense	Bonus Spells		% Spell Failure	Spell Immunity	
Charisma		Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.			

**Weaponry Information** Nonproficiency Penalty

Weapon Type	Type	Speed	# Attacks	Attack Adjust.	Ranges (S/M/L)	Damage Adjust.	Damage vs. S/M	Damage vs. L

**Character Sketch**

**Experience Points**

+10% XP Bonus? Yes ☐ No ☐

Next Level XP Goal

**Saving Throws**

Paralysis, Poison, or Death	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Magical Spell
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**Hit Points**

Wounds Suffered

**Attack Table**

Melee Attack	THAC0	Missile Attack
-1		1
-2		2
-3		3
-4		4
-5		5
-6		6
-7		7
-8		8
-9		9
-10		10

Roll number or higher on 1d20

**Armor Class**

Armor Worn

Base AC  Surprised AC

Shieldless AC  Rear AC

Other Defenses

## Wizard Abilities

Spells per Level

1	2	3
4	5	6
7	8	9

Primary School

Opposition Schools


Memorized  
Cast

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Spell Book


## Weapon Proficiencies

Initial Slots

Add'l Slot/lvs

Nonprof. Penalty

<input type="text"/>	<input type="text"/>	<input type="text"/>
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Weapon Name


## Nonweapon Proficiencies

Initial Slots

INT Bonus

Add'l Slot/lvs

<input type="text"/>	<input type="text"/>	<input type="text"/>
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Proficiency Name

# Rel. Check  
Slots Ablty Mod.


Roll number or less on 1d20 to succeed

## Equipment

Item Carried

Cost

Wt.


Totals

<input type="text"/>	<input type="text"/>
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## Racial Abilities


## Wealth

Type (GP Value)

Carried

Cached


Treasures (Gems, Jewelry, etc.)


## Encumbrance

Category

Weight

Combat Effects

None	<input type="text"/>	None
Light	<input type="text"/>	None
Moderate	<input type="text"/>	-1 Attack
Heavy	<input type="text"/>	-2 Attack, +1 AC
Severe	<input type="text"/>	-4 Attack, +3 AC
Maximum	<input type="text"/>	-4 Attack, +3 AC

## Move Rates

Walk (x1)

Jog (x2)

Run (x3)

Run (x4)

Run (x5)

None (Base Move)	<input type="text"/>				
Light (2/3 Move)					
Moderate (1/2 Move)					
Heavy (1/3 Move)					
Severe or Max. (Move=1)					

