

Player's Name _____

Dungeon Master _____

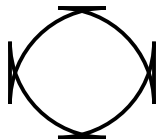
Character's Name _____

Alignment _____

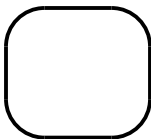
Class _____

Level _____

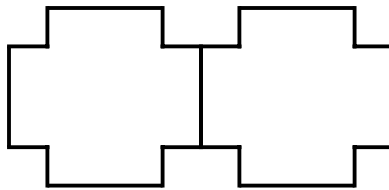
Attack Rank _____



Armor
Class

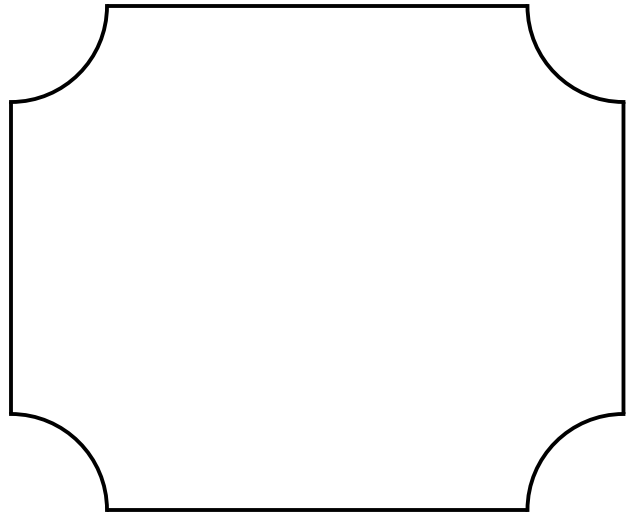


Wrestling
Rating



Hit
Points

Current
Wounds

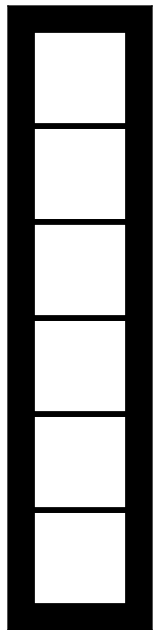


Character Sketch, Sigil, or Coat-of-Arms

ABILITIES

adjustments:

SAVING THROWS



STRENGTH

melee atk., open doors, save vs. poly/paral

INTELLIGENCE

languages, skills, save vs. mind attacks

WISDOM

save vs. spells & other magic

DEXTERITY

missile, save vs. wands & breath / AC mod.

CONSTITUTION

hit points per level, saves vs. poison

CHARISMA

reactions / max retainer / retainer morale



POISON

DEATH RAY

WAND ATTACKS

POLYMORPH or
PARALYSIS

BREATH ATTACKS

MAGIC SPELLS,
STAVES, or RODS

MIND ATTACKS

LANGUAGES KNOWN: _____

SPECIAL ABILITIES: Racial traits, Thieves' skills, Turning undead, etc. _____

TARGET AC: 9 8 7 6 5 4 3 2 1 0 -1 -2

ATTACK ROLL
NEEDED

--	--	--	--	--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED	
MAGIC ITEMS	NORMAL ITEMS
DOSSIER APPEARANCE:	OTHER NOTES
BACKGROUND:	
	ENUMBRANCE and SPEED <small>(circle encumbrance)</small> NONE LIGHT MEDIUM HEAVY normal: _____ ft/turn combat: _____ ft/round other: _____ ft/round running: _____ ft/round
MONEY and TREASURE PP: _____ Gems & Jewelry GP: _____ EP: _____ SP: _____ CP: _____ Total Value: _____	EXPERIENCE Prime Requisite: _____ PR Score: _____ _____ XP Bonus/Penalty Needed for next level

Character's Name _____

Player's Name _____

GENERAL SKILLS

SKILL	Ability	Points	SKILL	Ability	Points
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Number of Skill Slots: _____
 Next Slot at Level: _____

WEAPON MASTERY

WEAPON _____	Mastery _____	Attack _____	Damage _____	primary/secondary _____	Range _____	short/medium/long _____
Defense: _____		Special: _____				

WEAPON _____	Mastery _____	Attack _____	Damage _____	primary/secondary _____	Range _____	short/medium/long _____
Defense: _____		Special: _____				

WEAPON _____	Mastery _____	Attack _____	Damage _____	primary/secondary _____	Range _____	short/medium/long _____
Defense: _____		Special: _____				

WEAPON _____	Mastery _____	Attack _____	Damage _____	primary/secondary _____	Range _____	short/medium/long _____
Defense: _____		Special: _____				

Total Number of Weapons: _____ Next Weapon at Level: _____

Character's Name _____

Player's Name _____

sheet _____ of _____

circle type(s) used

SPELL LOAD

CLERICAL DRUIDIC

SPELL LEVEL 1 2 3 4 5 6 7 8 9

MAGICAL OTHER: _____

No. SPELLS
per DAY

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SPELL LIST

Prepared Level Spell Name Range Duration Source of Spell

Spell Effect Book Reference

Prepared Level Spell Name Range Duration Source of Spell

Spell Effect Book Reference

Prepared Level Spell Name Range Duration Source of Spell

Spell Effect Book Reference

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NOTES