



# Character Record Sheet

Name : \_\_\_\_\_ Race : \_\_\_\_\_ Gender : \_\_\_\_\_  
 Religion : \_\_\_\_\_ Alignment : \_\_\_\_\_ Hair : \_\_\_\_\_  
 Age : \_\_\_\_\_ Weight : \_\_\_\_\_ Height : \_\_\_\_\_ Eyes : \_\_\_\_\_

Class + Level : \_\_\_\_\_ Hitpoints :   
 \_\_\_\_\_  
 \_\_\_\_\_ Damage : \_\_\_\_\_

Strength  hit.prb : \_\_\_\_ dam.adj : \_\_\_\_ weight : \_\_\_\_ max.press : \_\_\_\_ open drs : \_\_\_\_ bb/lg : \_\_\_\_  
 Dexterity  reaction adj: \_\_\_\_ missile adj : \_\_\_\_ defense adj : \_\_\_\_  
 Constitution  HP adj : \_\_\_\_ sys.shock : \_\_\_\_ ressurection : \_\_\_\_ poison save : \_\_\_\_ regen : \_\_\_\_  
 Intelligence  profic : \_\_\_\_ learn spell : \_\_\_\_ spell imm : \_\_\_\_  
 Wisdom  wis. adj : \_\_\_\_ spell fail : \_\_\_\_ spell bonus : \_\_\_\_ imm. : \_\_\_\_  
 Charisma  max. henchmen : \_\_\_\_ loyalty base : \_\_\_\_



Base AC : \_\_\_\_ Bonus : \_\_\_\_  
 Armor : \_\_\_\_\_  
 Shield : \_\_\_\_\_

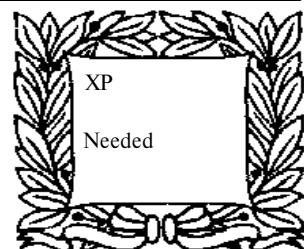
Saving Throws

vs. paralysation, poison, death magic	
vs. rod, staff, wand	
vs. petrification, polymorph	
vs. breath weapon	
vs. spells	

**Weapon Proficiencies:** num/lvls: \_\_\_\_/\_\_\_\_ Base Thac0 : \_\_\_\_ Thac0/lvl : \_\_\_\_

Weapon	Thac0	Spd.	+T.H.	+Dam.	#Att.	S/M	L

Ammo	Avail.	Used
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____





Level	Spell	Level	Spell

Chance: \_\_\_\_ %

Spell Bonus: \_\_\_\_\_

**Thieving Skills**

base    rac.    dex.    arm.    **Total**  
           adj.    adj.    adj.

Pick pockets					
Open locks					
Find-Remove traps					
Move silently					
Hide in shadows					
Detect noise					
Climb walls					
Read languages					

**Racial Abilities**

infravision : \_\_\_\_ detect slope : \_\_\_\_  
 new constr : \_\_\_\_ sliding, shifting walls : \_\_\_\_  
 stonework, t-p&f : \_\_\_\_ secr. conc. drs : \_\_\_\_  
 unsafe walls, ceiling & floors : \_\_\_\_  
 det. appr. depth underground : \_\_\_\_  
 det. appr. direction underground : \_\_\_\_  
 chance of mag. item malfunction : \_\_\_\_  
 resist sleep & charm related spells : \_\_\_\_

**Turning undead**

skeleton	zombie	ghoul	shadow	wight	ghast	wraith	mummy	spectre	vampire	ghost	lich

