

Character Name \_\_\_\_\_ Class \_\_\_\_\_ Race \_\_\_\_\_ Level \_\_\_\_\_ Alignment \_\_\_\_\_

Deity \_\_\_\_\_ Place of Origin \_\_\_\_\_ Sex \_\_\_\_\_ Age \_\_\_\_\_ Weight \_\_\_\_\_



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# Abilities

Height \_\_\_\_\_ Eyes \_\_\_\_\_ Hair \_\_\_\_\_ Quirks \_\_\_\_\_

Sanity (Wis +3/lvl)
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**Str**

% Hit	Dam	Open	Bend
Adj	Adj	doors	bars

Resistances \_\_\_\_\_

**Int**

Add lang	Know spell	Min # spell	Max # spell
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Detection \_\_\_\_\_

**Wis**

Magical att adj	Spell bonus	% Spell Failure
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Languages \_\_\_\_\_

**Dex**

Reaction adj	Missile adj	Defense adj
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# Saving Throws

Paralyzation Rod, staff, Breath Spells  
poison polymorph wand weapon



# Combat



AC

Armor type

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

HP



Movement Base

Sneaking \_\_\_\_\_

Swimming \_\_\_\_\_

Climbing \_\_\_\_\_

Other \_\_\_\_\_

Experience

Weapon	adj	speed	range	Adjusted to hit AC											Damage S-M/L		
				10	9	8	7	6	5	4	3	2	1	0			

Equipment / Spells / Notes

Wealth

PP \_\_\_\_\_  
GP \_\_\_\_\_  
EP \_\_\_\_\_  
SP \_\_\_\_\_  
CP \_\_\_\_\_  
Other \_\_\_\_\_

Thief Abilities

Pick pocket \_\_\_\_\_ Hide shadow \_\_\_\_\_  
Open lock \_\_\_\_\_ Hear noise \_\_\_\_\_  
F/R Trap \_\_\_\_\_ Climb wall \_\_\_\_\_  
Move silent \_\_\_\_\_ Read lang \_\_\_\_\_  
Non-Weapon Prof. \_\_\_\_\_

# Turning Undead



Skeleton \_\_\_\_\_ Zombie \_\_\_\_\_ Ghoul \_\_\_\_\_ Shadow \_\_\_\_\_ Wight \_\_\_\_\_ Ghast \_\_\_\_\_ Wraith \_\_\_\_\_

Mummy \_\_\_\_\_ Spectre \_\_\_\_\_ Vampire \_\_\_\_\_ Ghost \_\_\_\_\_ Lich \_\_\_\_\_ Special \_\_\_\_\_