Character							1		
Class	Level							rienta)	
Race		A	Alignn	·	Adventures				
Patron Deity	/Religion _					<u> </u>			
Place of Orig	gin					P	LAYER CHA	RACTER RECORD	
A DIL ITY CO	ODEC					CANINGTI	IDOMIC		
ABILITY SC	ORES					SAVING TH Modifiers	1KOWS		
STR	Hit Dmg Adj Adj	Max Press	Open Doors		Bend Bars	Widdillers		Paralyzation or Poison	
DEX	Surprise Adj	Missile Adj	1 - 0 - 0	Defensive Adj				Rod, Staff,	
CON	Hit Point Adj	System Shock		Resurrection Survival	n			or Wand	
INT	Additional Sp	pell vel	Learn Spell	М	lax # pells			Petrification or Polymorph	
WIS	Magical 1	Bonus Spells	open	Spel Failu	11			Breath	
СНА	Max # Henchmen	Loyalty Base		Reaction Adj				Weapon U	
CMS	Response	Dase		Auj		-		Spells O	
Detections	J [L	anguages			
•						<i>-</i>			
Resistances									
A DMOD .			1	1.4.0			D (LUT DOINTC	
ARMOR A	armor Worn		djusteo urprise			Special Attacks &	Defenses	HIT POINTS	
			hieldles						
CLASS		-	ear					THAC0	
				TATEA	DONI C	OMB AT		<u>_</u>	
					PON CO				
We	eapon	# AT	Size	Туре	Speed	Hit/Dmg Adj	Damage	Range/Special	
			-						
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CHARACTEI	R DESCRIPTIO	N	Pl	ayer Name							
Character Na	Sex			Age							
Level	Level Experience										
Homeland				Hair			Eyes				
EQUIPMENT											
Item	Location	Wt	Item	Location	Wt	Item		Location	Wt		
Total Weight		_	Encumbrance	Movement Rate							
Base Rate	Normal (x5)		Day Hidden (x2/3) Special		INCE	Need	ea	Bonus			
MAGIC ITEM	IS										
SPECIAL ABI	ILITIES			Pick Pockets		F	Read Langua	ges			
				Open Locks			Tightrope Walk				
			1	Find/Remove T	Traps	I	Pole Vault	_			
				Move Silently		F	all	_			
			1	Hide in Shadov	vs	I	Escape	_			
				Detect Noise			Investigate				
				Climb Walls	Surprise	_					
TIM Day 1	T 1										
Hit Points by	Level		. — — .								

FAMILY CHART FAMILY NAME											
HEAD OF FAMILY AND HIS BROTHERS AND SISTERS FAMILY HONOR											
PROPERTY OWNED)										
Name Number of Children											
YOUR FATHER, UNCLES	AND AI	UNTS									
Name)										
Number of											
YOU AND YOUR BROTH	ERS AN	D SIST	ERS								
)										
Name Number of Children											
HONOR Birth				NOTES							
Base Reac	tion Adju	stment									
<u> </u>			MARTIA	I ADTC							
Style	# AT	AC	Principal Attack	Hit/Dmg Adj	Damage	Weapons					
	" 111	71C Timeipar/tttack		Titt, Ding Tay	Duringe						
Special Maneuvers	-										
TREASURE/MONEY											
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HENCHMEN/ANIMAL COMPANIONS

Name	Race/Class	AC	HD/Lvl	# AT	hp	THAC0	Damage	Abilities
Notes								
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Notes						_		
Notes								
CHARACTER DESCRI	PTION							
CHARACTER SKETCH								
NOTES								