

CHARACTER NAME

PLAYER NAME

RACE

SEX

EXPERIENCE POINTS

NEXT LEVEL @:

HEIGHT

WEIGHT

AGE

CLASS

LEVEL

HIT-POINTS

ALIGNMENT

PATRON DEITY

DEITY'S SPHERE OF CONTROL

SYMBOL

SACRED ANIMAL

COLOUR

HOLY DAYS

SACRIFICE FORM

SACRIFICE FREQUENCY

PLACE OF WORSHIP

CLERIC'S GARB: Head:

Body:

SPECIAL ENMITIES

# THACO

120 SAVING THROW REQUIRED VS.:

PARALYZATION,  
POISON OR  
DEATH MAGIC

ROD, STAFF  
OR WAND

PETRIFICATION  
OR POLYMORPH

BREATH  
WEAPON

SPELL

ARMOUR TYPE

WEIGHT in lbs

## ARMOUR CLASS

SURPRISED

+ or- DEX. ADJ.

+ SHIELD

+ DEX & SHIELD

### WEAPON TYPE vs. ARMOUR

Armour Type	Slash	Pierce	Bludgeon
Banded mail	-2	0	-1
Brigandine	-1	-1	0
Chain mail*	-2	0	+2
Field Plate	-3	-1	0
Full Plate	-4	-3	0
Leather**	0	+2	0
Plate mail	-3	0	0
Ring mail	-1	-1	0
Scale mail	0	-1	0
Splint mail	0	-1	-2
Studded Leather	-2	-1	0

\* Includes bronze chain mail

\*\* Includes padded armour & hides

WEAPON	NO. CARRIED	TYPE	SPEED FACTOR	RATE OF FIRE OR BLOWS/RD.	DAMAGE vs. TARGET SIZE		RANGE in YARDS			SPECIALIST		WEIGHT in lbs
					S-M	L	S	M	L	Attack	Damage	

Total weight of All Weapons Carried

NON-WEAPON PROFICIENCIES	No. of Slots Required	Relevant Ability	Check Modifier

### WIZARD SPELLS (per day) OF LEVEL:

1	2	3	4	5	6	7	8	9
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SPECIALIST SCHOOL: \_\_\_\_\_  
OPPOSITION SCHOOL (S): \_\_\_\_\_

### PRIEST SPELLS (per day) OF LEVEL:

1	2	3	4	5	6	7
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MAJOR ACCESS to SPHERES: \_\_\_\_\_

MINOR ACCESS to SPHERES: \_\_\_\_\_

GRANTED POWERS: \_\_\_\_\_

See PHB, pp. 54-65

<b>STR</b>	HIT-PROBABILITY ADJUSTMENT .....	ENCUMBRANCE	WEIGHT	MOVE
	DAMAGE ADJUSTMENT .....	UNENCUMBERED		
	WEIGHT ALLOWANCE .....	LIGHT		
	MAXIMUM PRESS .....	MODERATE		
	OPEN DOORS (120) .....	HEAVY		
	BEND BARS/LIFT GATES (19%) .....	SEVERE		
		MAXIMUM CARRIED		

<b>DEX</b>	REACTION ADJUSTMENT .....
	MISSILE ATTACK ADJUSTMENT .....
	DEFENSIVE ADJUSTMENT .....

<b>CON</b>	HIT-POINT ADJUSTMENT .....
	SYSTEM-SHOCK SURVIVAL .....
	RESURRECTION SURVIVAL .....
	POISON SAVE ADJUSTMENT .....
	REGENERATION .....

<b>INT</b>	MAX. NO. LANGUAGES .....
	MAX. SPELL LEVEL .....
	% CHANCE TO LEARN SPELL .....
	MAX. NO. OF SPELLS/LEVEL .....
	SPELL IMMUNITIES .....

<b>WIS</b>	MAGICAL DEFENSIVE ADJ. ....
	BONUS SPELLS .....
	.....
	.....
	% CHANCE OF SPELL FAILURE .....
	SPELL IMMUNITY .....

<b>CHA</b>	MAX. NO. OF HENCHMEN .....
	LOYALTY BASE .....
	REACTION ADJUSTMENT .....

THIEF SKILLS	BASE ABILITY	+ or - DEX. ADJ.	+ or - RACE. ADJ.	PLUS LEVEL PTS	TOTAL	NO ARMOUR	ELVEN CHAIN	STUDDED or PADDED LEATHER
PICK POCKETS	15%					+5%	-20%	-30%
OPEN LOCKS	10%						-5%	-10%
FIND/REMOVE TRAPS	5%						-5%	-10%
MOVE SILENTLY	10%					+10%	-10%	-20%
HIDE IN SHADOWS	5%					+5%	-10%	-20%
DETECT NOISE	15%						-5%	-10%
CLIMB WALLS	60%					+10%	-20%	-30%
READ LANGUAGES	0%							

BACKSTAB DAMAGE MULTIPLE:

## SPECIAL ABILITIES

