



CHARACTER RECORD SHEET

Character Name

Player Name

Race

Class



Armor Class

Campaign

Alignment

Experience

Hit Points

Level

ABILITIES

S	%	HIT ADJ.	DAM ADJ.	WT. ADJ.	OPEN DOOR	BEND BARS
I		STRENGTH				
W		ADD LANG.	% KNOW SPELL	MINIMUM # SPELLS / LVL	MAXIMUM # SPELLS / LVL	
D		INTELLIGENCE				
C		MAGICAL ATK ADJ.	SPELL BONUS	% SPELL FAILURE		
CH		WISDOM				
		REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.		
		DEXTERITY				
		HIT POINT ADJ.	SYS SHK	RES SURVE	RES #	
		CONSTITUTION				
		MAXIMUM # HENCHMAN	LOYALTY BASE	REACTION ADJ.		
		CHARISMA				

SAVING THROW ADJUSTMENT

+ / -	CONDITION
+ / -	CONDITION
+ / -	CONDITION
+ / -	CONDITION

MOVEMENT:

NORMAL = _____
 -- Speed versus Encumbrance--
 HEAVY (x3/4) = _____
 LOADED (x1/2) = _____
 MAXIMUM (x1/4) = _____

VISION: _____

RESISTANCES: _____

PSIONICS: ATK. STR / DEF. STR ATTACK MODES DEFENSE MODES MAJOR DISCIPLINES MINOR DISCIPLINES

DETECTION: _____

LANGUAGES: _____

COMBAT ADJUSTMENTS

+ / -		CONDITION	Totals:		"TO HIT" ADJ.		DAM ADJ.
+ / -		CONDITION	+ / -		CONDITION		
+ / -		CONDITION	+ / -		CONDITION		
+ / -		CONDITION	+ / -		CONDITION		
SURPRISE	DEX ADJ.	DEFENSIVE ADJUSTMENTS	DEX ADJ.	MAGICAL ADJ.			

THIEVING SKILLS ADJUSTMENTS:

%	%	%	%
PICK POCKETS	OPEN LOCKS	REMOVE / FIND TRAPS	MOVE SILENTLY
%	%	%	%
HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGE

9	8	7	6	5	4	3	2	1	0	-1	-2

TO HIT ARMOR CLASS

SPELLS:

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SAVING THROWS

- Death Ray or Poison
- Magic Wands
- Paralysis or Turn to Stone
- Dragon Breath
- Rod / Staff / Spell

AFFECTING UNDEAD

HIT DICE	ROLL
1	_____
2	_____
2*	_____
3	_____
4	_____
5	_____
6	_____
7-9	_____
10-11	_____
12+	_____



MONEY / TREASURE Platinum: Gold: Electrum: Silver: Copper: Gems: TOTAL VALUE:	CREST / SYMBOL: 	AFFILIATIONS: <hr/> <hr/> <hr/> <hr/>
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MAGIC ITEMS:

EQUIPMENT:

NOTES: