STR	+ DAM · + HIT · B/BARS % · O/DOORS · WT ALLOW · MAX PRESS	
INT	MAX SPELLS · MIN SPELLS · % KNOW SPELL · ADD LANGUAGES	
WIS	MAG ATT ADJ · % SPELL FAIL · BONUS SPELLS	
CON	HP ADJUST · RESSURECTION % · SYSTEM SHOCK %	
DEX	DEF ADJ · REAC ADJ · MISSILE ADJ · 2ND WEAPON PENALTY	
CHR	MAX HENCHMEN · LOYALTY ADJ · REACTION ADJ	

NAME	
RACE	
CLASS	
LEVEL	
HANDED	
HEIGHT	
WEIGHT	
EYES	
SEX	
AGE	
D.O.B	
DEITY	
MOVE	
PLAYER	
GM	

NOTES

HP/LEVEL

CLASS / LVL	1	2	3	4	5	6	7	8	9	10

WEAPON PROFICIENCIES

MAX HP

AC TOTAL

CURR HP

THAC0

AC TYPE ___ DEX ADJ ___ REAR AC ___

MAG ADJ ___ SHLD ADJ ___ FLANK AC ___

BONUS	%	EXP DETAILS

NON WEAPON PROFICIENCIES

SAVING THROWS

	PARALYSATION POISON & DEATH MAGIC
	PETRIFICATION & POLYMORPH
	ROD, STAFF & WANDS
	BREATH WEAPON
	SPELLS & MAGIC

WEAPON	GP	WT	SIZE	SPD	TYPE	RANGE			R.O.F	HIT +	DAM +	S/M	LARGE

EQUIPMENT

ITEM	LOCN	WT

VALUABLES

ITEM	GP

MONEY

PP	
GP	
EP	
SP	
CP	

ALIGNMENT

LG	NG	CG
LN	N	CN
LE	NE	CE

THIEVES SKILLS

SKILL	BASE	RACE	REQ	TOTAL
P/POCKETS				
OPEN LOCKS				
F/R TRAPS				
MV SILENT				
HIDE				
HEAR NOISE				
CLIMBING				
READ LANG				

MAGIC ITEM DETAILS
