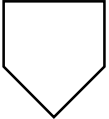


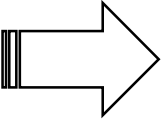
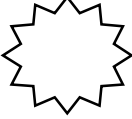


Character Name \_\_\_\_\_ Title \_\_\_\_\_ Level (XP for next Level) \_\_\_\_\_

Class \_\_\_\_\_ Alignment (AL) \_\_\_\_\_ Prime R. % (XM) \_\_\_\_\_ XP \_\_\_\_\_

 **Armor Class (AC)**    
  **Hit Points (HP)**    
  **Initiative Bonus (IB)**    
  **Melee Hit Bonus (SB)**    
  **Missile Bonus (MA)**

**To Hit Needed vs AC (THACO)**

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

**Worn Armor & Magic Items**

**Abilities**

	<b>Strength (ST)</b> <i>To Hit, Damage, Force Door (SB)</i>
	<b>Intelligence (IN)</b> <i>Languages, Reading/Writing (LG)</i>
	<b>Wisdom (WS)</b> <i>Saves vs Magic (SM)</i>
	<b>Dexterity (DX)</b> <i>AC (AB)/Missile (MA)/Init. (IB)</i>
	<b>Constitution (CN)</b> <i>Extra HP per Level (CB)</i>
	<b>Charisma (CH)</b> <i>React(RA)/Retain(RT)/Morale(RM)</i>

**Saving Throws**

PD	<b>Death Ray or Poison</b>
MW	<b>Magic Wands</b>
TP	<b>Petrification / Paralyzation</b>
DB	<b>Breath Attacks</b>
SP	<b>Spells / Staffs</b>
SM	<b>WIS Bonus vs Magic</b>

**Actions**

	<b>Force Door</b>
	<b>in 6</b>
	<b>Find Doors</b>
	<b>in 6</b>
	<b>Find Traps</b>
	<b>in 6</b>
	<b>Hear Noise</b>
	<b>in 6</b>
	<b>in 6</b>
	<b>in 6</b>

**Gear, Items & Weight**

**Gold:**

**Racial / Class Abilities, Languages & Spells**

**Weapon (Base Damage)    Hit/Damage Bonus    Range    Ammo**

**Encumbrance & Movement**

**Total Weight:**

Up to 400	120' (40')
Up to 600	90' (30')
Up to 800	60' (20')
Up to 1600	30' (10')