

MISSILE SHOTS

WEAPON	DAMAGE	NOTES

EQUIPMENT AND ITEMS	ABILITIES AND NOTES

WEALTH AND TREASURE	SPELLS / DISCIPLINES
	1 ___ 2 ___ 3 ___ 4 ___
	5 ___ 6 ___ 7 ___ 8 ___

ENCUMBRANCE: _____ MOVEMENT: _____

EXPERIENCE POINTS (+ %) _____
 NEEDED FOR NEXT LEVEL: _____

CURRENT HPS

NAME _____

ARMOR CLASS _____	HIT POINTS _____	CLASS _____	RACE _____
		LEVEL _____	ALIGN _____

AC WITH SHIELD <input type="checkbox"/>	AC W/O SHIELD <input type="checkbox"/>	AC WITH DEX ADJ <input type="checkbox"/>	AC W/O DEX ADJ <input type="checkbox"/>
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STR	+ _____		POISON
	ADJUSTMENT	<input type="checkbox"/>	BONUS: _____
INT	+ _____		PETRIFY
	ADJUSTMENT	<input type="checkbox"/>	BONUS: _____
WIS	+ _____		WAND
	ADJUSTMENT	<input type="checkbox"/>	BONUS: _____
DEX	+ _____		BREATH
	ADJUSTMENT	<input type="checkbox"/>	BONUS: _____
CON	+ _____		SPELL
	ADJUSTMENT	<input type="checkbox"/>	BONUS: _____
CHA	+ _____		
	ADJUSTMENT	<input type="checkbox"/>	

LANGUAGES: _____

PLANET ALGOL