

CHARACTER			PLAYER		
Age			Height		
Gender			Weight		
Race		Hit Dice Limit	Class		Hit Dice
Level			XP	Current	Required

AC	Bonus	Current	HP	Max	Current	AB	Melee	Ranged
----	-------	---------	----	-----	---------	----	-------	--------

ABILITIES		SCO	MOD	ABILITY SCORE ROLL	Character Portrait
<u>Strength</u>					
<u>Intelligence</u>					
<u>Wisdom</u>					
<u>Dexterity</u>			MOVEMENT		
<u>Constitution</u>			Feet/Round		
<u>Charisma</u>					

SPECIAL ABILITIES	SAVING THROWS		
	TYPE	MOD	TH
	Death Ray or Poison		
	Magic Wands		
	Paralysis or Turn to Stone		
	Dragon Breath		
	Rods, Staves & Spells		
	WEALTH		
	Gold Pieces		

THIEF ABILITIES		TURN UNDEAD		
TYPE	%	HIT DICE	EXAMPLE	TH
Open Locks		1 HD	Skeleton	
Remove Traps		2 HD	Zombie	
Pick Pockets		3 HD	Ghoul	
Move Silently		4 HD	Wight	
Climb Walls		5 HD	Wraith	
Hide		6 HD	Mummy	
Listen		7 HD	Spectre	
Version 4.0 / Created By: Newbie Salmon		8 HD	Vampire	
		9+ HD	Ghost	

WEAPONS (EQUIPPED)			ARMOR (WORN)		
NAME/TYPE	WEAPON DAMAGE	ENC	NAME/TYPE	ARMOR CLASS	ENC
TOTAL ENC			TOTAL ENC		

EQUIPMENT, ITEMS & TREASURES		
NAME/TYPE	#	ENC
TOTAL ENC		

WEALTH (DETAILED)		
COPPER PIECES	SILVER PIECES	ELECTRUM PIECES
GOLD PIECES	PLATINUM PIECES	GEMS

ENCUMBRANCE		MOVEMENT (DETAILED)		
Light Load Capacity		Feet/Round	Feet/Turn	Miles/Day
Total Overall Load (ENC)				
Heavy Load Capacity				

MAGIC-USER / CLERIC SPELLS MEMORIZED BY LEVEL

MAGIC-USER / CLERIC SPELLS MEMORIZED BY LEVEL		
LEVEL I	LEVEL II	LEVEL III
LEVEL IV	LEVEL V	LEVEL VI

SPELLS

[illegible]

MAGICAL ITEMS

MAGICAL ITEMS		
NAME/TYPE	#	ENC
TOTAL ENC		

CHARACTER DESCRIPTION

CHARACTER BACKGROUND / ORIGIN

GAME NOTES	REFERENCE & ABBREVIATIONS
	<i>Italicized</i> characters are abbreviated game terms
	AB: Attack Bonus
	AC: Armor Class
	ENC: Encumbrance (Or Item Weight)
	HD: Hit Dice
	HP: Hit Points
	MOD: Modifier
	PREP: Preparation (For Spells)
	RNG: Range
	SCO: Score (For Abilities)
	TH: To-Hit