DATE CHARACTER BEGAN	ADVANCED D Player Character Rec	-		#
		CHARACTER	SKETCH	
CHANGTENNAME				
CLASS: LE	FVFI ·			
	LIGNMENT:	_		
PATRON DEITY: RI				
PLACE OF ORIGIN:				
CONCEALED CLIMBING	SPECIAL MOVE			
MOVE BASE SECONDARY SKILL VISION	LISTENING			
ABILITIES:				
S HIT DAM OPEN BEND HADJ. DOORS BARS	1.1	ING THROW ADJUSTMENTS:		SAVING THROWS:
STRENGTH	condition	N +/- CO	NDITION	Paralyzation/ Poison—
I ADD KNOW MIN # SPELLS SPELLS SPELLS				Petrification/
INTELLIGENCE VAT MAGICAL SPELL % SPELL				Polymorph—
W MAGICAL ATK. ADJ. SPELL BONUS SPELL FAILURE WISDOM	RESISTANCES:			Rod, Staff/
D REACTION MISSILE ADJ. DEFENSE ADJ.				or Wand—
DEXTERITY	LANGUAGES:			Breath Weapon—
C HIT POINT SYSTEM RESURRECT SURVIVAL	Lintocriolo:			Constitution (Constitution (Co
CONSTITUTION	PSIONICS:	TR. ATTACK MODES DEF		Spells—
CH MAX # LOYALTY REACTION ADJ.		TR. ATTACK MODES DEF	ENSE MODES	
CHARISMA	MAJOR DISCIPLINES			
	MINOR DISCIPLINES	F PROFICIENCY:		
ARMOR WORN AC BASE CONDIT	ION OF ARMOR	NUMBER	NON-PROFIC	CIENCY PENALTY
DEX ADJ. + MAGICAL ADJ. SHIELDLESS AC	REAR AC COMBAT ADJI	USTMENTS: Totals:		
	ADJUSTMENTS — —	Totals:	HIT" ADJ.	DAMAGE ADJ.
Wounds:				
SURPRISE DEX. ADJUST. REAR ATI	TACKS ADJUST. +/-	CONDITION	+/-	CONDITION
SURFRISE DEA. ADSUST. REAR ATT		CONDITION	+/-	J
WEAPON	MAG. SPACE REQUIRED/ ADJ. RANGE SPE	ADJUSTED TO HIT A EED 10 9 8 7 6		DAMAGE VS SIZE S-M/L
WEAPON IN HAND WEAPONLESS COMBAT:				
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.				
PUMMELING				
GRAPPLING				
OVERBEARING				
# ATTACKS:				
MORALE MODIFIER	SPELLS—	SPELLS MEMORIZED PER LI		
PATRON:	{KNOWN }	OI LLLO MENIONIZED PEK LI	v tili;	
TITHINGS LADY:		1ST 2N	D 3RD	4TH/1ST 2ND
	TAT DAMAGE	/ //		
STATUS # NAME HD AC H.P. MAGIC COMPONENTS:	#AI DAMAGE	<u> </u>		/
	//	<u> </u>		/

PLAYER NAME NATE CHARACTER BEGAN			ANCED er Character	Record	W	TM					CAMPAIGN #
MIE CHAKACIEK BEGAN		Flay	er Charactei	Necora							
				Γ		CH	ARACTER	SKETCH			
CLASS:	I EVEI										
RACE:											
PATRON DEITY:	RELIG	ION:									
PLACE OF ORIGIN:											
CONCEALED —	CLIMBING	SPECIAL MO	OVF								
MOVE BASE SECONDARY SKILL	VISION	LISTENING									
	VISION	LISTENING	2								
ABILITIES: S HIT DAM OPEN HOORS	BEND BARS			SAVING TI	IROW A	DJUSTMEN	ITS:				SAVING THROWS:
STRENGTH DOORS	BARS	_ +/	_ CONI	DITION		<u>/-</u> _	CO	NDITIO	ON		Paralyzation/ Poison—
I ADD KNOW SPELL SPELLS	MAX # SPELLS		_								Petrification/
W MAGICAL ATK.ADJ. SPELL BONUS	% SPELL FAILURE	$\neg \mid$	_								Polymorph—
WISDOM BONUS	FAILURE	_ RES	SISTANCES:								Rod, Staff/ or Wand—
D REACTION MISSILE ADJ.	DEFENSE ADJ.	DE	TECTION:								- Breath
C HIT POINT SYSTEM SHOCK	RESURRECT SURVIVAL	LAN	NGUAGES:								Weapon—
ADJ. SHOCK CONSTITUTION	SURVIVAL		ONICC -	_							- Spells—
CH MAX # LOYALTY BASE	REACTION ADJ.	PSI	ONICS:	DEF. STR.	TTACK 1	MODES	DEF	ENSE M	ODES		
CHARISMA		MAJ	OR DISCIPLINES								
COMBAT*	Hinha Mun	> MINO	OR DISCIPLINES	NS OF PRO)FICIE	NOV					
ARMOR WORN AC BASE	CONDITION C	OF ARMOR	— WLAI O	NO OI TIM	JI ICILI		IBER —		NON-	-PROF	ICIENCY PENALTY
DEX ADJ. THE MAGICAL ADJ.	SHIELDLESS AC	REAR AG	COMBAT	ADJUSTM	ENTS:	Totale					
CONST. ADJ. HIT DIE TYPE	SPECIAL ADJU	STMENTS				iotais:	"ТО Н	IIT" ADJ			DAMAGE ADJ.
Wounds:			_					—			
SURPRISE DEX. ADJUST.	REAR ATTACKS	S ADJUST.	+/-	CON	DITION			+/-			CONDITION
	WEAPON	MAG. S	SPACE REQUIRED RANGE			JUSTED 1					DAMAGE VS SIZE S-M/L
WEAPON IN HAND WEAPONLESS COMBAT:	WLM ON	ADO.	MANOL	JILLD			Ť	<u>, , , , , , , , , , , , , , , , , , , </u>	Ţ	\perp	J-M/E
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.		\vdash			\vdash	++				+	
PUMMELING											
GRAPPLING		+			\vdash					\perp	
OVERBEARING				<u> </u>							
MORALE PARISH:		<u>;</u>	SPELLS— —KNOWN	1		QUIRED I					
MODIFIER HOLY SYMBOL:					1ST	2ND	3RD		4TH		5TH 6TH 7TH
TITHINGS			/				\angle				
STATUS IN Church's Influence:		k	/	+/-			$+\!\!\!\!/$				
CHURCH APPLICATION		—— [/								
SPECIAL ABILITIES:		[
				1/			1/				1/
MAGIC COMPONENTS:		L	TURNING UNDEAD:	V							

PLAYER NAME DATE CHARACTER BEGAN	ADYAN(Player Cl	LED D&D naracter Record	TM		CAMPAIGN #
			CHARACT	ER SKETCH	
CHARACTER NAME					
CLASS:	LEVEL:				
RACE:	ALIGNMENT:				
PATRON DEITY:	RELIGION:				
PLACE OF ORIGIN:					
n					
CONCEALED C MOVE BASE	CLIMBING SPECIAL MOVE				
SECONDARY SKILL	VISION LISTENING				
ABILITIES:					
S HIT DAM OPEN ADJ. OPEN DOORS	BEND BARS		V ADJUSTMENTS:	ONDITION	SAVING THROWS: Paralyzation/
STRENGTH I ADD %KNOW MIN #	MAX #				Poison—
I ADD KNOW SPELL MIN # SPELLS INTELLIGENCE	SPELLS				Petrification/
	% SPELL FAILURE				Polymorph—
WISDOM	RESISTAN	ICES:			Rod, Staff/ or Wand—
	DEFENSE ADJ. DETECTION	ON:			— Breath
C HIT POINT SYSTEM SHOCK SI	SURRECT LANGUAC	GES:			Weapon
ADJ. SHOCK SI					— Spells— ()
	PSIONICS				
CH MAX # LOYALTY I BASE	REACTION ADJ.	ATK. STR./DEF. STR. ATTAC	CK MODES D	EFENSE MODES	_
CH MAX # LOYALTY BASE LOYALTY BASE LOYALTY BASE	REACTION ADJ. MAJOR DISC	ATK. STR./DEF. STR. ATTAC	CK MODES D	EFENSE MODES	
CHARISMA	REACTION ADJ.	ATK, STR./DEF, STR. ATTAC		EFENSE MODES	
COMBAT*	MAJOR DISC	ATK. STR./DEF. STR. ATTAC			OFICIENCY PENALTY
CHARISMA COMBAT* ARMOR WORN AC BASE AC BASE	MAJOR DISC MINOR DISC CONDITION OF ARMOR	ATK, STR, /DEF, STR. ATTAC IPLINES	ZIENCY:		OFICIENCY PENALTY
COMBAT* ARMOR WORN AC BASE DEX ADJ. MAGICAL ADJ. SH	MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC	ATK, STR./DEF, STR. ATTAC	CIENCY:	NON-PR	
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. MAGICAL ADJ. SH CONST. ADJ. Wounds:	MAJOR DISC MINOR DISC CONDITION OF ARMOR	ATK, STR, /DEF, STR. ATTAC IPLINES	CIENCY:		OFICIENCY PENALTY DAMAGE ADJ.
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. HIT DIE TYPE Wounds:	MAJOR DISC MINOR DISC CONDITION OF ARMOR MIEDLESS AC REAR AC SPECIAL ADJUSTMENTS	ATK. STR./DEF. STR. ATTAC IPLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT	CIENCY:	NON-PR	DAMAGE ADJ.
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. MAGICAL ADJ. SH CONST. ADJ. Wounds:	MAJOR DISC MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC SPECIAL ADJUSTMENTS REAR ATTACKS ADJUST.	ATK. STR./DEF. STR. ATTAC IPLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITION ATTACON ACTUAL CONDITION ATTACON	CIENCY:	NON-PR D HIT" ADJ.	DAMAGE ADJ. CONDITION
COMBAT* ARMOR WORN AC BASE DEX ADJ. CONST. ADJ. HIT DIE TYPE Wounds: SURPRISE DEX. ADJUST.	MAJOR DISC MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC SPECIAL ADJUSTMENTS REAR ATTACKS ADJUST. MAG. SPACE I	ATK. STR./DEF. STR. ATTAC IPLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITIO	CIENCY:	NON-PR D HIT" ADJ. +/- T ARMOR CLASS	DAMAGE ADJ. CONDITION DAMAGE VS SIZE
COMBAT* ARMOR WORN AC BASE DEX ADJ. CONST. ADJ. HIT DIE TYPE WOUNDS: WEAPON IN HAND	MAJOR DISC MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC SPECIAL ADJUSTMENTS REAR ATTACKS ADJUST. MAG. SPACE I	ATK. STR./DEF. STR. ATTAC IPLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITIO	S: Totals: "To	NON-PR D HIT" ADJ. +/- T ARMOR CLASS	DAMAGE ADJ. CONDITION DAMAGE VS SIZE
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. CONST. ADJ. HIT DIE TYPE Wounds: SURPRISE DEX. ADJUST.	MAJOR DISC MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC SPECIAL ADJUSTMENTS REAR ATTACKS ADJUST. MAG. SPACE I	ATK. STR./DEF. STR. ATTAC IPLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITIO	S: Totals: "To	NON-PR D HIT" ADJ. +/- T ARMOR CLASS	DAMAGE ADJ. CONDITION DAMAGE VS SIZE
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. HIT DIE TYPE WOUND SURPRISE DEX. ADJUST. WEAPON IN HAND WEAPONLESS COMBAT: ATTACK ADJ.—DEFENSE ADJ. ATTACK ADJ.—DEFENSE ADJ. ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.	MAJOR DISC MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC SPECIAL ADJUSTMENTS REAR ATTACKS ADJUST. MAG. SPACE I	ATK. STR./DEF. STR. ATTAC IPLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITIO	S: Totals: "To	NON-PR D HIT" ADJ. +/- T ARMOR CLASS	DAMAGE ADJ. CONDITION DAMAGE VS SIZE
CHARISMA ARMOR WORN AC BASE DEX ADJ. MAGICAL ADJ. SH () CONST. ADJ. HIT DIE TYPE WOUND S: WEAPON IN HAND WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. PUMMELING	MAJOR DISC MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC SPECIAL ADJUSTMENTS REAR ATTACKS ADJUST. MAG. SPACE I	ATK. STR./DEF. STR. ATTAC IPLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITIO	S: Totals: "To	NON-PR D HIT" ADJ. +/- T ARMOR CLASS	DAMAGE ADJ. CONDITION DAMAGE VS SIZE
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. HIT DIE TYPE WOUND HIT DIE TYPE WEAPON IN HAND WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. PUMMELING GRAPPLING	MAJOR DISC MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC SPECIAL ADJUSTMENTS MAG. SPACE I WEAPON ADJ. R. SP	ATK. STR./DEF. STR. ATTAC IPLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITION REQUIRED/ ANGE SPEED 10 FILLS SPELLS I	S: Totals: "To	NON-PR D HIT" ADJ. +/- C ARMOR CLASS 5 4 3 2	DAMAGE ADJ. CONDITION DAMAGE VS SIZE
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. CONST. ADJ. HIT DIE TYPE WOUND HIT DIE TYPE WEAPON IN HAND WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. PUMMELING GRAPPLING OVERBEARING MASTER:	MAJOR DISC MAJOR DISC MINOR DISC MINOR DISC CONDITION OF ARMOR MIELDLESS AC REAR AC SPECIAL ADJUSTMENTS MAG. SPACE I WEAPON ADJ. RA SPACE I WEAPON ADJ. RA SPACE I WEAPON ADJ. RA SPACE I MAG. SPACE I	PLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITION REQUIRED/ ANGE SPEED 10 ELLS— KNOWN SPELLS IN ATTACON INC. SPELLS IN ATTACON INC. SPELLS IN ATTACON INC. ANGE SPEED 10	S: Totals: ON ADJUSTED TO HIT 9 8 7 6 MEMORIZED PER	NON-PR D HIT" ADJ. +/- C ARMOR CLASS 5 4 3 :	DAMAGE ADJ. CONDITION DAMAGE VS SIZE
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. CONST. ADJ. HIT DIE TYPE WOUND HIT DIE TYPE WEAPON IN HAND WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. PUMMELING GRAPPLING OVERBEARING	MAJOR DISC MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC SPECIAL ADJUSTMENTS MAG. SPACE I WEAPON ADJ. RA SPACE II WEAPON ADJ. RA SPACE II SP	PLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITIO REQUIRED/ ANGE SPEED 10 FELLS— SPELLS I	S: Totals: ON ADJUSTED TO HIT 9 8 7 6 MEMORIZED PER	NON-PR D HIT" ADJ. +/- CARMOR CLASS 5 4 3 :	DAMAGE ADJ. CONDITION DAMAGE VS SIZE 2 S-M/L
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. CONST. ADJ. HIT DIE TYPE WOUND HIT DIE TYPE WEAPON IN HAND WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. PUMMELING GRAPPLING OVERBEARING MASTER: MORALE MORALE MORALE MODIFIER SCHOOL: FAMILIAR/PET:	MAJOR DISC MAJOR DISC MINOR DISC MINOR DISC CONDITION OF ARMOR MIELDLESS AC REAR AC SPECIAL ADJUSTMENTS MAG. SPACE I WEAPON ADJ. RA SPACE I WE	PLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITIO REQUIRED/ ANGE SPEED 10 FELLS— SPELLS I	S: Totals: ON ADJUSTED TO HIT 9 8 7 6 MEMORIZED PER	NON-PR D HIT" ADJ. +/- CARMOR CLASS 5 4 3 :	DAMAGE ADJ. CONDITION DAMAGE VS SIZE 2 S-M/L
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. HIT DIE TYPE WOUND HIT DIE TYPE WEAPON IN HAND WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. PUMMELING GRAPPLING OVERBEARING MASTER: MORALE MORALE MORALE MORALE SCHOOL:	MAJOR DISC MAJOR DISC MINOR DISC MINOR DISC CONDITION OF ARMOR MIELDLESS AC REAR AC SPECIAL ADJUSTMENTS MAG. SPACE I WEAPON ADJ. RA SPACE I WE	PLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITIO REQUIRED/ ANGE SPEED 10 FELLS— SPELLS I	S: Totals: ON ADJUSTED TO HIT 9 8 7 6 MEMORIZED PER	NON-PR D HIT" ADJ. +/- CARMOR CLASS 5 4 3 :	DAMAGE ADJ. CONDITION DAMAGE VS SIZE 2 S-M/L
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. HIT DIE TYPE WOUND HIT DIE TYPE WEAPON IN HAND WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. PUMMELING GRAPPLING OVERBEARING MASTER: MORALE MORALE MORALE MORALE SPECIAL ABILITIES: SPECIAL ABILITIES:	MAJOR DISC MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC SPECIAL ADJUSTMENTS MAG. SPACE I WEAPON ADJ. RA SPACE I WEAPON ADJ. RA SPACE I MAG. SPACE I MA	PLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITIO REQUIRED/ ANGE SPEED 10 FELLS— SPELLS I	S: Totals: ON ADJUSTED TO HIT 9 8 7 6 MEMORIZED PER	NON-PR D HIT" ADJ. +/- CARMOR CLASS 5 4 3 :	DAMAGE ADJ. CONDITION DAMAGE VS SIZE 2 S-M/L
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. HIT DIE TYPE WOUND HIT DIE TYPE WEAPON IN HAND WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. PUMMELING GRAPPLING OVERBEARING MASTER: MORALE MORALE MORALE MORALE SPECIAL ABILITIES: SPECIAL ABILITIES:	MAJOR DISC MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC SPECIAL ADJUSTMENTS MAG. SPACE I WEAPON ADJ. RA SPACE I WEAPON ADJ. RA SPACE I MAG. SPACE I MA	PLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITIO REQUIRED/ ANGE SPEED 10 FELLS— SPELLS I	S: Totals: ON ADJUSTED TO HIT 9 8 7 6 MEMORIZED PER	NON-PR D HIT" ADJ. +/- CARMOR CLASS 5 4 3 :	DAMAGE ADJ. CONDITION DAMAGE VS SIZE 2 S-M/L
CHARISMA COMBAT* ARMOR WORN AC BASE DEX ADJ. HIT DIE TYPE WOUND HIT DIE TYPE WEAPON IN HAND WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. PUMMELING GRAPPLING OVERBEARING MASTER: MORALE MORALE MORALE MORALE SPECIAL ABILITIES: SPECIAL ABILITIES:	MAJOR DISC MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC SPECIAL ADJUSTMENTS MAG. SPACE I WEAPON ADJ. RA SPACE I WEAPON ADJ. RA SPACE I MAG. SPACE I MA	PLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITIO REQUIRED/ ANGE SPEED 10 FELLS— SPELLS I	S: Totals: ON ADJUSTED TO HIT 9 8 7 6 MEMORIZED PER	NON-PR D HIT" ADJ. +/- CARMOR CLASS 5 4 3 :	DAMAGE ADJ. CONDITION DAMAGE VS SIZE 2 S-M/L
CHARISMA ARMOR WORN AC BASE DEX ADJ. MAGICAL ADJ. SH CONST. ADJ. HIT DIE TYPE WOUND HIT POINTS WEAPON IN HAND WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. PUMMELING GRAPPLING OVERBEARING MASTER: MORALE MODIFIER SCHOOL: FAMILIAR/PET:	MAJOR DISC MAJOR DISC MINOR DISC CONDITION OF ARMOR IELDLESS AC REAR AC SPECIAL ADJUSTMENTS MAG. SPACE I WEAPON ADJ. RA SPACE I WEAPON ADJ. RA SPACE I MAG. SPACE I MA	PLINES WEAPONS OF PROFIC COMBAT ADJUSTMENT +/- CONDITIO REQUIRED/ ANGE SPEED 10 FELLS— SPELLS I	S: Totals: ON ADJUSTED TO HIT 9 8 7 6 MEMORIZED PER	NON-PR D HIT" ADJ. +/- CARMOR CLASS 5 4 3 :	DAMAGE ADJ. CONDITION DAMAGE VS SIZE 2 S-M/L

LAYER NAME	ADVANCED	B&B	TM			CAMPAIGN #
ATE CHARACTER BEGAN	Player Characte	r Record				"
			CHA	ARACTER SKETC	н	
CHARACTER NAME CLASS:	LEVEL:					
RACE:	ALIGNMENT:					
PATRON DEITY:	RELIGION:	—				
PLACE OF ORIGIN:						
CONCEALED CLIMBING	SPECIAL MOVE					
MOVE BASE SECONDARY SKILL VISION	LISTENING					
ABILITIES:						
S HIT DAM OPEN BE BA		SAVING THROW	+/-	rs: CONDITI	ON	SAVING THROWS: Paralyzation/
I ADD KNOW MIN # MA	x # LLS					Poison—
INTELLIGENCE VIT MAGICAL SPELL % SPELL	_					Petrification/ Polymorph—
W MAGICAL ATK. ADJ. SPELL BONUS FAILURE WISDOM	RESISTANCES:					Rod, Staff/ or Wand—
D REACTION MISSILE ADJ. DEFENSE ADJ.	DETECTION:					- Breath
C HIT POINT SYSTEM RESURRECT SURVIVAL	LANGUAGES:					- Weapon-
CONSTITUTION	PSIONICS:					- Spells-
CHARISMA LOYALTY BASE REACTION ADJ. REACTION ADJ.	ATK. STI	./DEF. STR. ATTAC	K MODES	DEFENSE N	MODES	
COMBAT*	without MINOR DISCIPLINES_					
<u> </u>	WEAP	ONS OF PROFIC	IENCY: NUM	DED	NON PRO	FICIENCY PENALTY
ARMOR WORN AC BASE CO	NDITION OF ARMOR AC REAR AC COMB.			DLN	NON-I NOI	TOLENCI PENALIT
	CIAL ADJUSTMENTS —	T ADJUSTMENT	Totals:	"TO HIT" AD	J	DAMAGE ADJ.
Wounds:						
SURPRISE DEX. ADJUST. REAR	ATTACKS ADJUST. +/-	CONDITIO	ON	+/-		CONDITION
WEA	MAG. SPACE REQUIRE PON ADJ. RANGE	D/ A SPEED 10		O HIT ARMOI	R CLASS	DAMAGE VS SIZE S-M/L
WEAPON IN HAND WEAPONLESS COMBAT:						
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.						
MMELING -						
APPLING						
ERBEARING	5	PECIAL TOOLS	:			
GUILD/ORDER:						
MODIFIER SUPERIOR:		PECIAL ABILITI	ES:			
Rank in Guild/Order: CONTACTS:						
	5	PECIAL IMMUN	ITIES:			
AME OF PSEUDONYM OCCUPATION NAME OF PSEUDISGUISES:	JDONYM OCCUPATION					
IIEVING SKILLS:					_	
LLVIIV JIHLLJ.						

LAYER NAME ATE CHARACTER BEGAN	ADYANCED D Player Character Reco	& D TM ord		CAMPAIGN #_
		CHARACTER	SKETCH	
CLASS: L	EVEL:			
	LIGNMENT:			
PATRON DEITY: R	RELIGION:			
PLACE OF ORIGIN:				
CONCEALED CLIMBING SECONDARY SKILL VISION	SPECIAL MOVE LISTENING			
ABILITIES:				
S HIT DAM OPEN BEND BARS STRENGTH	+/- CONDITION	IG THROW ADJUSTMENTS: +/- CO!	NDITION	Paralyzation/Poison—
I ADD SPELLS SPELLS SPELLS INTELLIGENCE W MAGICAL SPELL SPELL SPELLS ATK. ADJ. SPELL BONUS FAILURE				Petrification/ Polymorph—
WISDOM FAILURE	RESISTANCES:			Rod, Staff/ or Wand—
D REACTION MISSILE ADJ. DEFENSE ADJ.	DETECTION:			Breath
CONSTITUTION DEXTERITY HIT POINT SYSTEM SHOCK RESURRECT SURVIVAL CONSTITUTION	LANGUAGES:			Weapon— Spells—
CHARISMA CHARISMA CHARISMA CHARISMA CHARISMA CHARISMA CHARISMA CHARISMA REACTION ADJ.	PSIONICS: ATK. STR./DEF. STR	a. ATTACK MODES DEF	ENSE MODES	
COMBAT*	MINOR DISCIPLINES			
ARMOR WORN AC BASE CONDI	WEAPONS OF	PROFICIENCY:	NON-PROFIC	CIENCY PENALTY
DEX ADJ. + MAGICAL ADJ. SHIELDLESS AG	C REAR AC COMBAT ADJUS	STMENTS: Totals:		
CONST. ADJ. HIT DIE TYPE SPECIA Wounds:	L ADJUSTMENTS	"TO H	HIT" ADJ.	DAMAGE ADJ.
SURPRISE DEX. ADJUST. REAR AT	TTACKS ADJUST. +/-	CONDITION	+/-	CONDITION
WEAPON IN HAND WEAPO	MAG. SPACE REQUIRED/ N ADJ. RANGE SPEE	ADJUSTED TO HIT A ED 10 9 8 7 6		DAMAGE VS SIZE S-M/L
WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.				
MMELING			+	
APPLING	SPELLS—	SPELLS MEMORIZED PER LI	EVEL:	
ERBEARING #ATTACKS _	KNOWN	1ST 2ND 3RD 4TI	H 5TH 6TH	7TH 8TH 9TH
PATRON:	— / /			
MORALE MODIFIER SPECIAL ABILITIES:				
AGIC COMPONENTS:				
	TURNING UNDEAD:			V
	s		IOUL SHADOW	
IEVING SKILLS:	WRAITH	MUMMY SPECTRE VAN	MPIRE GHOST	LICH SPECIAL
OCK OCKETS OC OPEN LOCKS* OC FIND TRAPS*	MOVE SILENTLY 06 SHADOWS	% HEAR NOISE %	CLIMB	READ

POSSESSIONS:

1451	SIDE			CENTER OR BAC	K		RIGHT :	SIDE	
ITEM	LOCATION	WEIGHT	ITEM	LOCATIO	ON WEIGHT	Г ІТЕМ	LO	CATION	WEIGHT
						1			
				+	+	+			
			-	+					
FNCI IMRRANCE.	LOAD MOVE	VS. RATF:	_	_	_	To	tal Weight Carrie	ed	
ENCUMBRANCE:	R. ADJ.	NOR	MAL = 1 HEAV	VY = 3/4 LOAD	ED = ½ MAXIM		worgin Carrie	~_ L	
Provisions:	USED		CARRYING CAPACITY:	CONTAINER	MAX. VOL.	OAD C	CONTAINER	MAX. VOL.	LOAD
Water:		_ (CAPACITY:		_			_	
SUPPLY	USED			CONTAINER	MAX. VOL. L	OAD C	CONTAINER	MAX. VOL.	LOAD
Minimus Care Comment	NOUZ -								
MAGIC ITEMS									
W									
WEALTH: TO	OTAL WEIGHT		TOTAL VAL	.UE	EXPERIENCE	E POINTS:	NEXT LEVEL GO	OAL	
COPPER-		GEMS-			TREASURE-	COMBAT-	OTHER	TOTAL:	s + %
SILVER-		JEWELS-							
ELECTRUM-		MISCELL	ANEOUS-						
GOLD-									
JULD-									
LATINUM-									
DEDMO OTTO (==	LICATIONS				1				
DEBTS OWED/OB	LIGATIONS:								
ESCRIPTION:	AGE—				COLOI	R OF:			
			APPARENT AGE	UNNATURA	L AGING	1	HAIR	EY	ES
SEX GENERAL AP	PEARANCE:								
WEIGHT	ING MARKS:								
MANNERISMS	S:								
HEIGHT									
SOCIAL CLASS (if any)	ANDING (if any)	WEAKNE	SSES/FEAR						
IATREDS/FOES				DESIRES	LOVES				
		es/Relatives							
COMPATRIOTS: Follow	ers/Hirelings—Associate			# NA		CIACC ICUE			E
COMPATRIOTS: Follow	ers/Hirelings—Associate CLASS LEV		NOTE	# NA	ME	CLASS LEVE	EL RACE	NOT	
COMPATRIOTS: Follow			NOTE	# 192	ME	CLASS LEVI	EL RACE	NOT	
COMPATRIOTS: Follow			NOTE	# 1924	ME	CLASS	EL RACE	NOT	-
COMPATRIOTS: Follow			NOTE	# 197	ME	CLASS	EL RACE	NOT	
COMPATRIOTS: Follow			NOTE	# NA	ME	CLASS	EL RACE	NOT	
COMPATRIOTS: Follow NAME	CLASS LEV		NOTE	7 142	ME	CLASS	EL RACE	NOT	
COMPATRIOTS: Follow NAME (ESIDENCE:		NOTE				EL RACE	NOT	
COMPATRIOTS: Follow	ESIDENCE:		NOTE	LOCATION			EL RACE	NOT	

POSSESSIONS:

	FT SIDE			CENTER (T SIDE	
ITEM	LOCATION	WEIGHT	ITEM		LOCATION	WEIGHT	ITI	EM	LOCATION	WEIGHT
	+	+								+
		+								
		+								+
		+								+
0										
ı										
2										
3		\perp								
1										-
5	+		-							
5	+	+								
8	+	+	1							+
9	+	+								
	+	+								
	LOAD VS	 6.	II.				I			
ENCUMBRANCE:s	TR. ADJ.	ATF.	MAL = 1 - HEA	AVY = 3/4	LOADED = 1/2	MAXIMUM :	To	tal Weight Car	ried	
Provisions:			CARRYING — CAPACITY:	CONTAIN	_	MAX. VOL. LOAI		ONTAINER		I OAD
Water:SUPPLY			CAPACITY:		_	MAX. VOL. LOAI		CONTAINER		
SUPPLY	USED			CONTAIN	ER N	IAX. VOL. LOAI) (CONTAINER	MAX. VOL. I	LOAD
MAGIC ITEMS										
Wasaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa				_						
,	OTAL WEIGHT		TOTAL VA	LUE	EXI	PERIENCE F	POINTS:	NEXT LEVEL	GOAL	
,	OTAL WEIGHT	GEMS-	TOTAL VA	LUE	EXI	PERIENCE F	POINTS:	NEXT LEVEL	GOAL	%
WEALTH: 1 COPPER-	OTAL WEIGHT	GEMS-		LUE				NEXT LEVEL		%
WEALTH: 1 COPPER- SILVER-	OTAL WEIGHT	GEMS- JEWELS-		LUE		PERIENCE F		NEXT LEVEL		%
WEALTH: 1 COPPER- SILVER- ELECTRUM-	TOTAL WEIGHT	GEMS- JEWELS-		LUE				NEXT LEVEL		%
WEALTH: 1 COPPER- SILVER-	OTAL WEIGHT	GEMS- JEWELS-		LUE	NOT			NEXT LEVEL		%
WEALTH: 1 COPPER- SILVER- ELECTRUM-	OTAL WEIGHT	GEMS- JEWELS-		LUE	NOT			NEXT LEVEL		%
WEALTH: 1 COPPER- SILVER- ELECTRUM- GOLD- PLATINUM-		GEMS- JEWELS- MISCELL	ANEOUS-	ПТІ	NOT			NEXT LEVEL		·%
WEALTH: 1 COPPER- SILVER- ELECTRUM- GOLD-		GEMS- JEWELS- MISCELL	ANEOUS-	ПТІ	NOT			NEXT LEVEL		%
WEALTH: 1 COPPER- SILVER- ELECTRUM- GOLD- PLATINUM-		GEMS- JEWELS- MISCELL	ANEOUS-	ПТІ	NOT			NEXT LEVEL		%
WEALTH: 1 COPPER- SILVER- ELECTRUM- GOLD- PLATINUM- DEBTS OWED/OBLIGAT	IONS:	GEMS- JEWELS- MISCELL	ANEOUS-	ПТІ	NOT			NEXT LEVEL		%
WEALTH: 1 COPPER- SILVER- ELECTRUM- GOLD- PLATINUM-	IONS:	GEMS- JEWELS- MISCELL	ANEOUS-	ТІТІ	NOT			NEXT LEVEL	TOTAL:+	·%
WEALTH: 1 COPPER- SILVER- ELECTRUM- GOLD- PLATINUM- DEBTS OWED/OBLIGAT	IONS:	GEMS- JEWELS- MISCELL	ANEOUS-	ТІТІ	NOT	ES:			TOTAL:+	
WEALTH: 1 COPPER- SILVER- ELECTRUM- GOLD- PLATINUM- DEBTS OWED/OBLIGAT DESCRIPTION:	IONS:	GEMS- JEWELS- MISCELL	ANEOUS-	ТІТІ	NOT	ES:			TOTAL:+	
WEALTH: 1 COPPER- SILVER- ELECTRUM- GOLD- PLATINUM- DEBTS OWED/OBLIGAT DESCRIPTION:	IONS:	GEMS- JEWELS- MISCELL APPA	ANEOUS- RENT AGE UNNAT	ТІТІ	NOT	ES:			TOTAL:+	
WEALTH: 1 COPPER- SILVER- ELECTRUM- GOLD- PLATINUM- DEBTS OWED/OBLIGAT DESCRIPTION: GENERAL APPEARANCE:	IONS:	GEMS- JEWELS- MISCELL APPA	ANEOUS- RENT AGE UNNAT	ТІТІ	NOT	ES:			TOTAL:+	
WEALTH: TO COPPERSILVER-ELECTRUM-GOLD-PLATINUM-DEBTS OWED/OBLIGATED DESCRIPTION: GENERAL APPEARANCE: DISTINGUISHING MARKS: MANNERISMS:	AGE—	GEMS- JEWELS- MISCELL APPA	ANEOUS-	ТІТІ	NOT	ES:			TOTAL:+	
WEALTH: TO COPPERSILVER-ELECTRUM-GOLD-PLATINUM-DEBTS OWED/OBLIGATED DESCRIPTION: GENERAL APPEARANCE: DISTINGUISHING MARKS: MANNERISMS:	IONS:	GEMS- JEWELS- MISCELL APPA	ANEOUS- RENT AGE UNNAT	ТІТІ	NOT	ES:			TOTAL:+	
WEALTH: TOOPPER-SILVER-ELECTRUM-GOLD-PLATINUM-DEBTS OWED/OBLIGAT DESCRIPTION: GENERAL APPEARANCE: DISTINGUISHING MARKS: MANNERISMS: SOCIAL CLASS (if any) HATREDS/FOES	AGE— STANDING (if any)	GEMS- JEWELS- MISCELL APPA WEAKNE	ANEOUS-	TITE	NOT	ES:			TOTAL:+	
WEALTH: TOOPPERSILVER-ELECTRUM-GOLD-PLATINUM-DEBTS OWED/OBLIGAT DESCRIPTION: GENERAL APPEARANCE: DISTINGUISHING MARKS: MANNERISMS: SOCIAL CLASS (if any) HATREDS/FOES COMPATRIOTS: Follo	AGE—	GEMS- JEWELS- MISCELL APPA WEAKNE	ANEOUS- ARENT AGE UNNAT	TITE	NOT	ES:	HEIGHT	HA	TOTAL:+	EYES
WEALTH: TOOPPERSILVER-ELECTRUM-GOLD-PLATINUM-DEBTS OWED/OBLIGAT DESCRIPTION: GENERAL APPEARANCE: DISTINGUISHING MARKS: MANNERISMS: SOCIAL CLASS (if any) HATREDS/FOES COMPATRIOTS: Follo	AGE— STANDING (if any) wers/Hirelings—Associates/	GEMS- JEWELS- MISCELL APPA WEAKNE	ANEOUS- ARENT AGE UNNAT	TITE	NOT % HING SEX DESIRES/LOVES	ES:	HEIGHT	HA	TOTAL:+	EYES
WEALTH: TOOPPERSILVER-ELECTRUM-GOLD-PLATINUM-DEBTS OWED/OBLIGAT DESCRIPTION: GENERAL APPEARANCE: DISTINGUISHING MARKS: MANNERISMS: SOCIAL CLASS (if any) HATREDS/FOES COMPATRIOTS: Follo	AGE— STANDING (if any) wers/Hirelings—Associates/	GEMS- JEWELS- MISCELL APPA WEAKNE	ANEOUS- ARENT AGE UNNAT	TITE	NOT % HING SEX DESIRES/LOVES	ES:	HEIGHT	HA	TOTAL:+	EYES
WEALTH: TOOPPERSILVER-ELECTRUM-GOLD-PLATINUM-DEBTS OWED/OBLIGAT DESCRIPTION: GENERAL APPEARANCE: DISTINGUISHING MARKS: MANNERISMS: SOCIAL CLASS (if any) HATREDS/FOES COMPATRIOTS: Follo	AGE— STANDING (if any) wers/Hirelings—Associates/	GEMS- JEWELS- MISCELL APPA WEAKNE	ANEOUS- ARENT AGE UNNAT	TITE	NOT % HING SEX DESIRES/LOVES	ES:	HEIGHT	HA	TOTAL:+	EYES
WEALTH: TOOPPER-SILVER-ELECTRUM-GOLD-PLATINUM-DEBTS OWED/OBLIGAT DESCRIPTION: GENERAL APPEARANCE: DISTINGUISHING MARKS: MANNERISMS: SOCIAL CLASS (if any) HATREDS/FOES COMPATRIOTS: Follo	AGE— STANDING (if any) wers/Hirelings—Associates/ CLASS LEVEL	GEMS- JEWELS- MISCELL APPA WEAKNE	ANEOUS- ARENT AGE UNNAT	TITE	NOT % HING SEX DESIRES/LOVES	ES:	HEIGHT	HA	TOTAL:+	EYES
WEALTH: TOOPPERSILVER-ELECTRUM-GOLD-PLATINUM-DEBTS OWED/OBLIGAT DESCRIPTION: GENERAL APPEARANCE: DISTINGUISHING MARKS: MANNERISMS: SOCIAL CLASS (if any) HATREDS/FOES COMPATRIOTS: Follo	AGE— STANDING (if any) wers/Hirelings—Associates/ CLASS LEVEL	GEMS- JEWELS- MISCELL APPA WEAKNE	ANEOUS- ARENT AGE UNNAT	TITE	NOT % HING SEX DESIRES/LOVES	ES:	HEIGHT	HA	TOTAL:+	EYES
WEALTH: TOOPPER-SILVER-ELECTRUM-GOLD-PLATINUM-DEBTS OWED/OBLIGAT DESCRIPTION: GENERAL APPEARANCE: DISTINGUISHING MARKS: MANNERISMS: SOCIAL CLASS (if any) HATREDS/FOES COMPATRIOTS: Follo # NAME LOCALS FREQUENTED/R	AGE— STANDING (if any) wers/Hirelings—Associates/ CLASS LEVEL	GEMS- JEWELS- MISCELL APPA WEAKNE	ANEOUS- ARENT AGE UNNAT	TITH	NOT % HING SEX DESIRES/LOVES NAME	ES:	HEIGHT LEVI	HA	TOTAL:+	EYES

NTE CHARACTER BEGAN	ADVANCED D Player Character Rec	cord	CAMPAIGN #
CHARACTER NAME CLASS:	ALIGNMENT STATUS LEVEL:	CHARACTER SKETCH	
RACE:	MAX. LEVEL:	-	
PATRON DEITY:		-	
PLACE OF ORIGIN:	DEITY/RELIGION:	-	
CONCEALED	CLIMBING SPECIAL MOVE PATRON	-	
MOVE BASE SECONDARY SKILL	VISION LISTENING LADY		
ABILITIES:			
S % HIT DAM. ADJ.	OPEN BEND SAV DOORS BARS 4/- CONDITIO	ING THROW ADJUSTMENTS: SAVING	G THROWS:
STRENGTH ADJ.	DOORS BARS +/- CONDITIO	N CONDITION Paraly: Poiso	zation/
I ADD %KNOW SPELL	MIN # SPELLS SPELLS	Petrific	cation/
INTELLIGENCE W MAGICAL ATK. ADJ. BONUS	% SPELL	Polyn	norph—
WISDOM	RESISTANCES:	Rod, S or W	Staff/ and—
D REACTION MISSILE ADJ.	DEFENSE ADJ. DETECTION:	Breath	
C HIT POINT SYSTEM SHOCK	RESURRECT SURVIVAL LANGUAGES:	Weap	pon– 🔾
CONSTITUTION SHOCK	SURVIVAL	Spells-	- 0
CH MAX # LOYALT BASE	Y REACTION ADJ.		
		# ATTACKS:	
CHARISMA	WEAPO	N IN HAND	
	WEAPO	# ATTACKS: F PROFICIENCY:	
COMBAT*	WEAPO	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENCE	Y _ DOUBLE
COMBAT*	WEAPONS OF SARMOR DEX ADJ. * MAG	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENC ICAL ADJ. WEAPON SPECIALIZATION	
COMBAT* ARMOR WORN AC E	WEAPONS OF SARMOR DEX ADJ. * MAG	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENCY ADDED PROFICIENCY	_ DOUBLE
COMBAT*	WEAPONS OF THE STATE OF THE STA	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENC ICAL ADJ. WEAPON SPECIALIZATION USTMENTS: Totals:	_ DOUBLE
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC REA	WEAPONS OF THE STATE OF THE STA	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENC ICAL ADJ. WEAPON SPECIALIZATION USTMENTS: Totals:	_ DOUBLE
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC T POINTS CONST. ADJ. HIT DIE	WEAPONS OF WEAPONS OF THE PROPERTY OF THE PROP	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENC ICAL ADJ. WEAPON SPECIALIZATION USTMENTS:	□ DOUBLE
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC T POINTS CONST. ADJ. HIT DIE OUNDS: SURPRISE DEX. ADJUST.	WEAPONS OF WEAPONS OF THE PROPERTY OF THE PROP	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENC WEAPON SPECIALIZATION USTMENTS: "TO HIT" ADJ. DAMAGE CONDITION +/- CONDITION DAMAGE VS SIZE	□ DOUBLE
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC T POINTS CONST. ADJ. HIT DIE OUNDS: SURPRISE DEX. ADJUST.	WEAPONS OF METAPONS OF METAPON	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENCY ICAL ADJ. WEAPON SPECIALIZATION USTMENTS: Totals:	□ DOUBLE
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC T POINTS CONST. ADJ. HIT DIE OUNDS: SURPRISE DEX. ADJUST.	WEAPONS OF WEAPONS OF THE PROPERTY OF THE PROP	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENC WEAPON SPECIALIZATION USTMENTS: "TO HIT" ADJ. DAMAGE CONDITION +/- CONDITION DAMAGE VS SIZE	□ DOUBLE
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC T POINTS CONST. ADJ. HIT DIE OUNDS: SURPRISE DEX. ADJUST.	WEAPONS OF WEAPONS OF THE PROPERTY OF THE PROP	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENC WEAPON SPECIALIZATION USTMENTS: "TO HIT" ADJ. DAMAGE CONDITION +/- CONDITION DAMAGE VS SIZE	□ DOUBLE
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC T POINTS CONST. ADJ. HIT DIE OUNDS: SURPRISE DEX. ADJUST.	WEAPONS OF WEAPONS OF THE PROPERTY OF THE PROP	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENC WEAPON SPECIALIZATION USTMENTS: "TO HIT" ADJ. DAMAGE CONDITION +/- CONDITION DAMAGE VS SIZE	□ DOUBLE
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC T POINTS CONST. ADJ. HIT DIE OUNDS: SURPRISE DEX. ADJUST.	WEAPONS OF WEAPONS OF THE PROPERTY OF THE PROP	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENC WEAPON SPECIALIZATION USTMENTS: Totals: CONDITION +/- DAMAGE VS SIZE S-M/L DAMAGE VS SIZE SPECIAL CONDITION CONDITION CONDITION CONDITION	□ DOUBLE
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC T POINTS CONST. ADJ. HIT DIE OUNDUS: SURPRISE DEX. ADJUST. MA AT MA MA MA MA MA MA MA MA	WEAPONS OF WEAPONS OF THE WEAPONS OF	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENC WEAPON SPECIALIZATION USTMENTS: "TO HIT" ADJ. DAMAGE CONDITION +/- CONDITION DAMAGE VS SIZE	E ADJ.
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC T POINTS CONST. ADJ. HIT DIE OUNDAS: DEX. ADJUST. MA ARMOR WORN AC E SHIELDLESS AC REA OUNDAS: DEX. ADJUST.	WEAPONS OF THE SPECIAL ADJUSTMENTS AG. LENGTH/ SPACE REQUIRED/ DJ. SIZE RANGE SPEED TYPE	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENCY WEAPON SPECIALIZATION USTMENTS: Totals: "TO HIT" ADJ. DAMAG CONDITION DAMAGE VS SIZE S-M/L WEIGHT SPECIAL THACO CHART	E ADJ.
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC REA T POINTS CONST. ADJ. HIT DIE OUNDAS: DEX. ADJUST. MA AI DEX. ADJUST. DEX. ADJUST.	WEAPONS OF METAPONS OF METAPON	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENCY WEAPON SPECIALIZATION USTMENTS: Totals: "TO HIT" ADJ. DAMAG CONDITION DAMAGE VS SIZE S-M/L WEIGHT SPECIAL THACO CHART	E ADJ.
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC REA T POINTS CONST. ADJ. HIT DIE OUNDS: DEX. ADJUST. MA MA DEA DEX. ADJUST. DEX. ADJUST. DEX. ADJUST. DEX. ADJUST.	WEAPONS OF WEAPONS OF THE WEAPONS OF	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENCY WEAPON SPECIALIZATION USTMENTS: Totals: "TO HIT" ADJ. DAMAG CONDITION TOMAGE VS SIZE S-M/L WEIGHT SPECIAL THACO CHART 6 5 4 3 2 1 0 -1 -2 -3 TURNING UNDEAD: SKELETON ZOMBIE GHOUL	E ADJ. N SHADOW
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC REA T POINTS CONST. ADJ. HIT DIE OUND OUN	WEAPONS OF METAPONS OF METAPON	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENCY WEAPON SPECIALIZATION USTMENTS: Totals: "TO HIT" ADJ. DAMAG CONDITION TODAMAGE VS SIZE S-M/L WEIGHT SPECIAL THACO CHART 6 5 4 3 2 1 0 -1 -2 -3 TURNING UNDEAD: SKELETON ZOMBIE GHOUL WRAITH MUMMY SPECTRE VAMPIRI	E ADJ. N SHADOW GHOST
CHARISMA COMBAT* ARMOR WORN AC E SHIELDLESS AC REA T POINTS CONST. ADJ. HIT DIE DUNDAS: DEX. ADJUST. MA MA DES. WEAPON AI DUNT: NAME HD AC H.	WEAPONS OF WEAPONS OF THE WEAPONS OF	F PROFICIENCY: NUMBER PENALTY ADDED PROFICIENCY WEAPON SPECIALIZATION USTMENTS: Totals: "TO HIT" ADJ. DAMAG CONDITION TOMAGE VS SIZE S-M/L WEIGHT SPECIAL THACO CHART 6 5 4 3 2 1 0 -1 -2 -3 TURNING UNDEAD: SKELETON ZOMBIE GHOUL	E ADJ. N SHADOW GHOST

PLAYER NAME NATE CHARACTER BEGAN	ADVANCED D Player Character Reco	& D TM ord	CAMPAIGN #_
CHARACTER NAME	ALIGNMENT	CHARACTER SKETCH	
CLASS: LEV	VEL:		
RACE: MA	XX. LEVEL:		
	IGNMENT:		
PLACE OF ORIGIN: DE	ITY/RELIGION:————		
CONCEALED CLIMBING SECONDARY SKILL VISION ABILITIES:	SPECIAL MOVE PARISH LISTENING HOLY SYMBOL		
% HIT DAM, OPEN BEND		NG THROW ADJUSTMENTS:	SAVING THROWS:
STRENGTH	+/- CONDITION	+/- CONDITION	Paralyzation/Poison—
I ADD KNOW SPELL SPELLS SPELLS			Petrification/
INTELLIGENCE W MAGICAL SPELL SPELL SPELL FAILURE ATK. ADJ. BONUS FAILURE			Polymorph—
WISDOM BONUS FAILURE	RESISTANCES:		Rod, Staff/ or Wand—
D REACTION MISSILE ADJ. DEFENSE ADJ.	DETECTION:		Breath
DEXTERITY OUT POINT SYSTEM DESCRIPTION	LANGUAGES:		Weapon—
C HIT POINT SYSTEM SHOCK RESURRECT SURVIVAL CONSTITUTION			— Spells— ()
CH MAX # LOYALTY BASE REACTION ADJ.		# ATTA CIZO	
CHARISMA	WEAR	PON IN HAND # ATTACKS:	
SHIELDLESS AC REAR AC SURPRISED AC CONST. ADJ. HIT DIE TYPE SPECIAL A	ON OF ARMOR DEX ADJ. COMBAT ADJUSTMENTS COMBAT ADJUSTMENTS	NUMBER PENALTY A ICAL ADJ. STMENTS: Totals: "TO HIT" ADJ.	DDED PROFICIENCY DAMAGE ADJ.
Wounds:/			
SURPRISE DEX. ADJUST. REAR ATTA	ACKS ADJUST. +/-	CONDITION +/-	CONDITION
	E REQUIRED/ RANGE SPEED TYPE	DAMAGE VS SIZE S-M/L WEIGHT SPECIA	L
		THACO CHART	
	10 9 8 7	6 5 4 3 2 1 0	-1 -2 -3 -4 -5
OUNT:	EAR:	TURNING UNDEAD: SKELETON ZO	MBIE GHOUL SHADOW
MOVEMENT ENCUMBRANCE CAPACITY		WRAITH MUMMY SPE	CTRE VAMPIRE GHOST
SPECIAL ABILITIES		WIGHT GHAST L	CH SPECIAL
PECIAL ABILITIES:			

PLAYER NAME MATE CHARACTER BEGAN	ADVANCED D& Player Character Record	TM CAMPAIGN #
PATRON DEITY:	ALIGNMENT STATUS LEVEL: MAX. LEVEL: ALIGNMENT: DEITY/RELIGION:	CHARACTER SKETCH
CONCEALED CLIMBING MOVE BASE SECONDARY SKILL VISION ABILITIES: S % HIT DAM DOORS BARS ADJ ADJ DOORS BARS	21 1 1	ROW ADJUSTMENTS: SAVING THROWS:
STRENGTH I ADD SPELL SPELLS SPELL INTELLIGENCE W MAGICAL SPELL SPELL SPELL ATK. ADJ. BONUS FAILURE		Poison— Petrification/ Polymorph—
MISDOM REACTION MISSILE ADJ. DEXTERITY C HIT POINT SYSTEM SHOCK SURVIVAL CONSTITUTION CH MAX# LOYALTY BASE REACTION ADJ. CHARISMA	RESISTANCES: DETECTION: LANGUAGES: WEAPON IN HA	Breath Weapon— Spells— # ATTACKS:
SHIELDLESS AC REAR AC SURPRISED	WEAPONS OF PRODITION OF ARMOR DEX ADJ. * MAGICAL AI COMBAT ADJUSTMI AL ADJUSTMENTS	NUMBER PENALTY ADDED PROFICIENCY DJ. DJ. DOUBLE WEAPON SPECIALIZATION
SURPRISE DEX. ADJUST. REAR	ATTACKS ADJUST. +/- CONI	DITION +/- CONDITION
MAG. SPACE REQUIRED/ ADJ. RANGE SPEED	ADJUSTED TO HIT ARMOR CLASS 10 9 8 7 6 5 4 3 2 1	DAMAGE VS SIZE S-M/L ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ PUMMELING GRAPPLING OVERBEARING OVERBEARING
OUNT: NAME HD AC H.P. #AT DAMAGE	GEAR:	TURNING UNDEAD: SKELETON ZOMBIE GHOUL SHADOW
MOVEMENT ENCUMBRANCE CAPACITY SPECIAL ABILITIES		WRAITH MUMMY SPECTRE VAMPIRE GHOST WIGHT GHAST LICH SPECIAL
PECIAL ABILITIES:		

DATE	CHARAC	CTER BEG	AN						200		5364 4	LED naraci	_	& cord	19	TM				#	CAMPAIGN
				•		~~		•		3			NMENT					CHARA	ACTER SKET	СН	
		RACTERN					,	FUE				SIA	ATUS								
								LEVEI Max		· ·				_							
									IMENT												
_/				N:				DEITY	/RELI	IGION	i:			_							
Z	*	9	CON	NCEALED		CLIN	MBING		SPECIA	L MOVE		PAF	RISH	-							
М	IOVE BA	^{ase} – BILIT		DARY SKIL	L -	VI	SION		LISTE	NING		HOLY S	SYMBOL	-							
	S	% STREN	HIT ADJ	DAM. ADJ.	OPE	EN ORS	BEND BARS			+/-	_	co	SA'		IROW A	ADJUSTMEN		OITION		SAVING Paralyza Poison-	
_ 	I		IGENC		MIN SPEI	LLS	MAX : SPELL	s s	_	_	_								= $ $	Petrificat Polymo	ion/
	W	MAGICAL ATK. ADJ		SPELI BONU:	ś	% S FAII	PELL URE			RESIS	TAN	ICES:_								Rod, Sta	off/
	D	REACTIC ADJ.		MISSILE ADJ.	Ξ	DEF A	ENSE DJ.													Breath	
	_	DEXTE			_							GES:								Weapo	n_
	CH	HIT POIN ADJ. CONST MAX HENCHI	TITUTIO	SYSTER SHOCK DN LOYAL BASI		'	ACTION ADJ.		<u> </u>		<u></u>	Moode								Spells—	\bigcirc
	СП	HENCHI		BASI	E		ADJ.					_	WI	APON I	IN HAN	D #	ATTACKS	S:		MO	ORALE ODIFIER
\mathbf{C}	OMI	BAT*		(A	ffa	- H n	tha	dhut	-	OR		WEAI	PONS ()F PR(OFICI		BER PE	NALTY	ADDED P	PROFICIENCY	
			LESS AC	RE(BASE EAR AC	SUF	RPRISED				_		BAT AD			Totals:	"TO IIIT	" AD I		DAMACE	
	<u></u>		LESS AC		EAR AC	SUF	RPRISED	AC	OF ARMO		_					Totals:	"то ніт	"ADJ.		DAMAGE A	ADJ.
НІТ Р	POINTS	SHIELD	LESS AC C ADJ.	RE (HIT DIE	EAR AC	SUF	SPECIAL /	AC AL ADJU	JSTMEN	ITS	_ 	COME		IUSTM	ENTS	-					ADJ.
нтр	<u></u>	SHIELD	LESS AC	RE (HIT DIE	EAR AC) E TYPE		RPRISED	AC L ADJU TTACK	JSTMEN	ST.	_		BAT AD.	CON		N	+,	"ADJ. 		DAMAGE A	ADJ.
HIT P	POINTS	SHIELD CONST	LESS AC	RE (HIT DIE	EAR AC) E TYPE		SPECIAL REAR A	AC TTACKS	USTMEN S ADJUS DJUST	ST.		COME	BAT AD.	CON	ENTS	-	VS SIZE	<u></u>	WEAPO	CONDITION ONLESS CO	
HIT P	POINTS	SHIELD CONST	LESS AC ADJ. ds: DEX.	RE (HIT DIE	EAR AC) E TYPE REQUIR		SPECIAL REAR A	AC TTACKS	USTMEN S ADJUS DJUST	ST.		COME +/- ARMOF	BAT AD.	CON	ENTS	DAMAGE	VS SIZE		WEAPO CK ADJ.—D.	CONDITION ONLESS CO	OMBAT:
HIT P	POINTS	SHIELD CONST	LESS AC ADJ. ds: DEX.	RE (HIT DIE	EAR AC) E TYPE REQUIR		SPECIAL REAR A	AC TTACKS	USTMEN S ADJUS DJUST	ST.		COME +/- ARMOF	BAT AD.	CON	ENTS	DAMAGE	VS SIZE	ATTAC	WEAPO CK ADJ.—D. — MELING —	CONDITION ONLESS CO	OMBAT:
HIT P	POINTS	SHIELD CONST	LESS AC ADJ. ds: DEX.	RE (HIT DIE	EAR AC) E TYPE REQUIR		SPECIAL REAR A	AC TTACKS	USTMEN S ADJUS DJUST	ST.		COME +/- ARMOF	BAT AD.	CON	ENTS	DAMAGE	VS SIZE	ATTAC	WEAPO OK ADJ.—D OMELING ——— PPLING ———	CONDITION DNLESS CO AMAGE ADJ	OMBAT:
HIT P	POINTS	SHIELD CONST	LESS AC ADJ. ds: DEX.	RE (HIT DIE	EAR AC) E TYPE REQUIR		SPECIAL REAR A	AC TTACKS	USTMEN S ADJUS DJUST	ST.		COME +/- ARMOF	BAT AD.	CON	ENTS	DAMAGE	VS SIZE	ATTAC	WEAPO K ADJ.—D. MELING PPLING RBEARING	CONDITION DNLESS CO AMAGE ADJ	DMBAT: -DEFENSE ADJ
HIT P	POINTS	SHIELD CONST	LESS AC ADJ. ds: DEX.	RE (HIT DIE	EAR AC) E TYPE REQUIR		SPECIAL REAR A	AC TTACKS	USTMEN S ADJUS DJUST	ST.		COME +/- ARMOF	BAT AD.	CON	ENTS	DAMAGE	VS SIZE	ATTAC	WEAPO K ADJ.—D. MELING —— PPLING — RBEARING	CONDITION DNLESS CO AMAGE ADJ	DMBAT: -DEFENSE ADJ
HIIT P		SHIELD CONST	LESS AC ADJ. ds: DEX.	RE (HIT DIE	EAR AC) E TYPE REQUIR		SPECIAL REAR A	AC TTACKS	USTMEN S ADJUS DJUST	ST.		COME +/- ARMOF	BAT AD.	CON	ENTS	DAMAGE	VS SIZE	ATTAC	WEAPO K ADJ.—D, MELING — PPLING — RBEARING	CONDITION DNLESS CO AMAGE ADJ	DMBAT: -DEFENSE ADJ
SI SI		SHIELD CONST	DEX. MAG ADJ.	ADJUST. SPACE R	EAR AC) E TYPE REQUIR	RED/	SPECIAL REAR A	AC TTACKS	5 ADJUSTMEN DJUST 9 8	ST.		COME +/- ARMOF	BAT AD.	CON	O O	DAMAGE	VS SIZE	ATTAC PUM GRAI	WEAPO K ADJ.—D, MELING — PPLING — RBEARING	CONDITION ONLESS CC AMAGE ADJ.— ——————————————————————————————————	DMBAT: -DEFENSE ADJ
SI SI	- POINTS URPRISE WEAP	SHIELD CONSTA	DEX.	ADJUST. SPACE R	EAR AC) E TYPE REQUIR ANGE	RED/ S	SPECIAL REAR ASSPEED	TTTACK:	5 ADJUSTMEN DJUST 9 8	ST.		COME +/- ARMOF	BAT AD.	CON	O O	DAMAGE S-M	+. VS SIZE /L	ATTAC PUM GRAI	WEAPO IK ADJ.—D. MELING — PPLING — RBEARING —	CONDITION DNLESS CO AMAGE ADJ.	DMBAT: -DEFENSE ADJ
HIT P SI	- POINTS URPRISE WEAP	SHIELD CONSTANT WOULD FE PON NAME	DEX.	ADJUST. SPACE R	EAR AC) E TYPE REQUIR ANGE	RED/ S	SPECIAL REAR ASSPEED	TTTACK:	5 ADJUSTMEN DJUST 9 8	ST.		COME +/- ARMOF	BAT AD.	CON	O O	DAMAGE S-M TURNING UNDEAD:	+. VS SIZE /L	ATTAC	WEAPO IK ADJ.—D. MELING — PPLING — RBEARING — CRBEARING — CRBEAR	CONDITION DNLESS CO AMAGE ADJ	DMBAT: -DEFENSE ADJ
HIT P SI SPEC	DOINTS WEAP NT:	SHIELD CONSTANT WOULD FE PON NAME	DEX.	ADJUST. SPACE R	EAR AC) E TYPE REQUIR ANGE	RED/ S	SPECIAL REAR ASSPEED	TTTACK:	5 ADJUSTMEN DJUST 9 8	ST.		COME +/- ARMOF	BAT AD.	CON	O O	DAMAGE S-M TURNING UNDEAD:	+. VS SIZE /L SKELET-	ATTAC	WEAPO IK ADJ.—D. MELING — PPLING — RBEARING — ZOMBIE SPECTRE	CONDITION DNLESS CO AMAGE ADJ	DMBAT: -DEFENSE ADJ

RACE: PATRON DEITY: PLACE OF ORIGO SECONSTITUT: PLACE OF ORIGO SECONSTITUT: PLADD ADJ STRENGTH ADJ AMAGICAL ATK: ADJ. WISDOM MAGICAL ATK: ADJ. DEXTERTY CONSTITUT: CONSTITUT: CHARISMA COMBAT* ARMOR WORN ARMOR WORN T POINTS DEX MAGICAL CONSTITUT: CONSTITUT: CHARISMA COMBAT* ARMOR WORN ARMOR WORN TONST: ADJ. WOUNDS: SURPRISE DEX MAGICAL SECONSTITUT: CONSTITUT: CONSTITUT: ARMOR WORN ARMOR WORN DEX ADJ. T POINTS DEX MAGICAL ARMOR WORN ARMOR WORN DEX ADJ. TONST: ADJ. WOUNDS: SURPRISE DEX MAGICAL TONST: ADJ. MAGICAL ARMOR WORN ARMOR WORN DEX ADJ. TONST: ADJ. WOUNDS: SURPRISE DEX MAGICAL TONST: ADJ. MAGICAL ARMOR WORN ARMOR WORN ARMOR WORN DEX ADJ. TONST: ADJ. WOUNDS: SURPRISE DEX MAGICAL ARMOR WORN ARMOR WORN ARMOR WORN DEX ADJ. TONST: ADJ. WOUNDS: SURPRISE DEX MAGICAL ARMOR WORN ARMOR WORN ARMOR WORN DEX ADJ. DEX ADJ. ARMOR WORN ARMOR WORN ARMOR WORN DEX ADJ. ARMOR WORN ARMOR WORN DEX ADJ. DEX ADJ. ARMOR WORN AR		Player Character Record	l	#
CLASS: RACE: PATRON DEITY: PLACE OF ORIGE SECONSTITUT CH PADJ STRENGTH ADJ CONSTITUT CH MAX # HENCHMEN CHARISMA COMBAT* ARMOR WORN ARMOR WORN ARMOR WORN ARMOR WORN ARMOR WORN SURPRISE DEX MAG CONST. ADJ WOUNDS: SURPRISE DEX MAG WEAPON ADJ		ALIGNMENT	CHAR	ACTERSKETCH
PATRON DEITY: PATRON DEITY: PLACE OF ORIGO SECONSTITUT CHARISMA COMBAT* ARMOR WORN ARMOR WORN ARMOR WORN ARMOR WORN DEX ADJ. WOUNDS: SURPRISE DEX MACG CONST. ADJ. WOUNDS: SURPRISE DEX MACG MACG MACG CONST. ADJ. WOUNDS: SURPRISE DEX MACG MACC MACG MACC				
PATRON DEITY: PLACE OF ORIGO SECONOMIC SECON	LEVEL	:: LEVEL:		
PLACE OF ORIGINAL PROPERTY OF THE POINT SURPRISE DEN MAGE ADJ. PLANG INTELLIGEN WISDOM REACTION ADJ. CONSTITUT CH MAX # HENCHMEN CHARISMA COMBAT* ARMOR WORN T POINTS SURPRISE DEN MAX WEAPON ADJ.		MENT:		
ABILITIES S % HIT ADD STRENGTH I ADD LANG, INTELLIGEN WISDOM D REACTION ADJ. WISDOM D REACTION ADJ. CONSTITUT CH HACHMEN CHARISMA COMBAT* ARMOR WORN DEX ADJ. T POINTS SURPRISE DEX WEAPON ADJ	RIGIN: MAST	ER/SCHOOL:		
ABILITIES S % HIT ADD STRENGTH I ADD LANG, INTELLIGEN WISDOM D REACTION ADJ. WISDOM D REACTION ADJ. CONSTITUT CH HACHMEN CHARISMA COMBAT* ARMOR WORN DEX ADJ. T POINTS SURPRISE DEX WEAPON ADJ				
ABILITIES S HIT ADD LANG INTELLIGEN W MAGICAL ATK. ADJ DEXTERITY C HIT POINT ADJ. CONSTITUT CH MAX # HENCHMEN CHARISMA COMBAT* ARMOR WORN ARMOR WORN T POINTS SURPRISE MAG WEAPON ADJ		SPECIAL MOVE		
S % HIT ADJ STRENGTH ADD STRENGTH ADD STRENGTH ADD STRENGTH ADD STRENGTH ADD STRENGTH ADD AND AND MAGICAL ATK. ADJ. WISDOM DEXTERITY CH POINT ADJ CONSTITUT CH MAX # HENCHMEN CHARISMA COMBAT* ARMOR WORN ARMOR WORN ARMOR WORN OCONST. ADJ. WOUNDS: SURPRISE DEX MAG WEAPON ADJ	SECONDARY SKILL VISION	LISTENING		
STRENGTH ADD LANG. INTELLIGEN WAGICAL ATK. ADJ. WISDOM PEACTION ADJ. DEXTERITY CHIT POINT ADJ. CONSTITUT CHARISMA COMBAT* ARMOR WORN T POINTS SURPRISE MAC WEAPON ADJ		L		
I ADD LANG. INTELLIGEN W MAGICAL WISDOM D REACTION ADJ. OEXTERITY CHIT POINT ADJ. CONSTITUT CHARISMA COMBAT* ARMOR WORN T POINTS SURPRISE DEX MAG WEAPON ADJ		SAVING T	THROW ADJUSTMENTS: +/- CONDI	SAVING THROWS: Paralyzation/
INTELLIGEN WAGICAL ATK. ADJ. WISDOM DEXTERITY CHIPOINT ADJ. CONSTITUT CHIPOINT CHARISMA COMBAT* ARMOR WORN ARMOR WORN DEX ADJ. T POINTS SURPRISE MAC WEAPON ADJ	% KNOW MIN # MAX #	¬		Poison—
ARMOR WORN DEX ADJ. T POINTS MAG WEAPON ADJ	SPELL SPELLS SPELLS ENCE	닠		Petrification/Polymorph—
D REACTION ADJ. DEXTERITY C HIT POINT ADJ. CONSTITUT MAX # HENCHMEN CHARISMA COMBAT* ARMOR WORN DEX ADJ. T POINTS SURPRISE DEX MAC ADJ	SPELL % SPELL FAILURE			Rod, Staff/
ADJ. DEXTERITY CHIT POINT ADJ. CONSTITUT MAX # HENCHMEN CHARISMA COMBAT* ARMOR WORN DEX ADJ. T POINTS SURPRISE DEN MAC ADJ MAC ADJ	MISSILE DEFENSE	RESISTANCES:		or Wand—
CONSTITUT CH MAX # HENCHMEN CHARISMA COMBAT* ARMOR WORN DEX ADJ. T POINTS WOUNDS: SURPRISE DEX MAG WEAPON ADJ	ADJ. ADJ.	DETECTION:		Breath Weapon—
CH MAX # HENCHMEN CHARISMA COMBAT* ARMOR WORN DEX ADJ. T POINTS SURPRISE DEX MACHER MA	SYSTEM RESURRECT SURVIVAL	LANGUAGES:		
CHARISMA COMBAT* ARMOR WORN DEX ADJ. T POINTS Wounds: SURPRISE MAG WEAPON ADJ				Spells—
ARMOR WORN DEX ADJ. T POINTS Wounds: SURPRISE DEX WEAPON ADJ		WEAPON	IN HAND # ATTACKS:	MORALE
WEAPON ADJ	HAGICAL ADJ. MAGICAL ADJ. () HIT DIE TYPE SPECIAL ADJU	REAR AC COMBAT ADJUSTN	NUMBER	NON-PROFICIENCY PENALTY ADJ. DAMAGE ADJ.
WEAPON ADJ	DEX. ADJUST. REAR ATTACKS	S ADJUST. +/- CO	NDITION +/-	CONDITION
UNT:		JUSTED TO HIT ARMOR CLASS 9 8 7 6 5 4 3 2 1	DAMAGE VS SIZE 0 S-M/L	WEAPONLESS COMBAT: TTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.
UNT:			i	PUMMELING
UNT:			 	GRAPPLING
UNT:				OVERBEARING
UNT:			-	
UNT:				
UNT:				
	OF AR		FAMILIAR:	
NAME	HD AC H.P. #AT DAMAGE GEAR:		# NAME	HD AC H.P. #AT DAMAGE
MOVEMENT	ENCUMBRANCE CAPACITY		MOVEMENT	ENCUMBRANCE CAPACITY
ECIAL ABILITIES			SPECIAL ABILITIES	
PECIAL ABILITIES:				

PAT PLA	CE:	GIN:		ALIGNM	ENT:	STAT	us		CHARA	ACTER SKETCH	
MOVE B.	ASE SEC	CONCEALED CONDARY SKILL	CLIMBIN			ALIGNMENT STATUS LEVEL: ALIGNMENT: RELIGION:					
S I	% HIT ADJ	<i>J</i> .			ECIAL MOVE	-					1
I	STRENGTH	DAM. ADJ.	OPEN DOORS E	BEND BARS	<u>+/-</u>	CO		THROW ADJUST		ION	Paralyzation/ Poison—
	ADD LANG.	%KNOW SPELL	MIN # N	IAX # PELLS							Petrification/ Polymorph—
\mathbf{W}	MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE	i l		TANGEO					Rod, Staff/ or Wand—
D	REACTION ADJ.	MISSILE ADJ.	DEFENSI ADJ.	E	7						- Breath
$\frac{1}{1}$ C	HIT POINT ADJ.	SYSTEM SHOCK	RESURREC SURVIVAL	ст	LANG	UAGES:					- Weapon—
」 □сн	CONSTITU		REACTIO ADJ.	ON					# ATTACKS:_		- Spells—
T POINTS	CONST. ADJ	MAGICAL ADJ. (HIT DIE TY	SHIELDLE)	ONDITION OF SS AC	REAR AC	_		MENTS: Total	NUMBER		DAMAGE ADJ.
SURPRIS		EX. ADJUST.		AR ATTACKS A		+/-		ONDITION	+/-		CONDITION
WEAI		AG. SPACE RE DJ. RAN				HIT ARMOR 6 5 4	3 2 1			ATTACK ADJ PUMMELING - GRAPPLING - OVERBEARI [NG
							SPECIAL TO	OOLS:			
Rank i	in Guild/Ord	er:				_					
ME OF PS		OCCUPATION	NAME OF PS	EUDONYM	OCCUPAT		SPECIAL IIV	IMONITES:			
GUE SK											