Name:

Class ( ): Title:

Alignment: Age: Sex:

Experience ( bonus ):

## ABILITIES AND SAVING THROWS

| STRENGTH | DEXTERITY | CONSTITUTION |
|---|---|---|
| mod | mod | mod |
| Melee atk<br>Melee dmg<br>D'bashing | Missle atk<br>AC<br>Initiative | Hitpoints<br>Mortal Wounds |

| INTELLECT | WILLPOWER | CHARISMA |
|---|---|---|
| mod | mod | mod |
| Prof.<br>Spell rep.<br>Languages | Saves<br>Tampering w/mort. | Reaction<br>Loyalty<br>Retainers |

| PARALYSIS | DEATH | BLAST | WANDS | SPELLS |
|---|---|---|---|---|
| bonus | bonus | bonus | bonus | bonus |

## FIGHTING

| Melee Hit & Dmg | | Armor Class | | | Surprise | Initiative | Cleaves |
|---|---|---|---|---|---|---|---|
| HIT | DMG | w/Shield | No Shield | Surprised | | | |

| Missle Hit & Dmg | | Hit Points | | Wounds | Tampering | Base Healing |
|---|---|---|---|---|---|---|
| HIT | DMG | | MAX | | | |

## WEAPONS

| Name | Hit Bonus | Damage | Range | | |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |
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| | | | | | |

## ABILITIES AND PROFICIENCIES

| | | | |
|---|---|---|---|
| Climbing | | | |
| Dungeon Bashing | | | |
| Listening | | | |
| Searching | | | |
| Trapbreaking | | | |
| | | | |
| | | | |
| | | | |
| | | | |

## NOTES

## ENCUMBRANCE AND MOVEMENT

| Stone | 0+ | >5 | >7 | >10 | 20+STR | per |
|---|---|---|---|---|---|---|
| Combat | 40 | 30 | 20 | 10 | 0 | round (ft) |
| Explore | 120 | 90 | 60 | 30 | 0 | turn (ft) |
| Travel | 24 | 18 | 12 | 6 | 0 | day (mi) |

## COINAGE AND GEMS

**back** *(backpack or spear or bow and quiver or sword)* it. st.

**right hand** it. st.

**quiver/case** it.

**or pouch** it.

**head** it.

**armor** st.

**left hand** it. st.

**weapons** it.

**or pouch** it.

**backpack** it. st.

**worn (misc.)** *(clothes, magic rings [2 max], magic necklaces [2 max], etc.)*

**hidden** *(1 per sleeve & boot)* it.

**light** *(two sets of torches)*

**ammunition** *(special ammo [magic, etc.])*

**sacks** *(Small sacks carry two stones. Large require two hands and hold six stones.)*

1 stone = 6 items. Backpack: block 1 space in "BACK" (weight 1 item). Large sack: Only be "HELD" in two hands. Small sack: "HELD" in one hand.