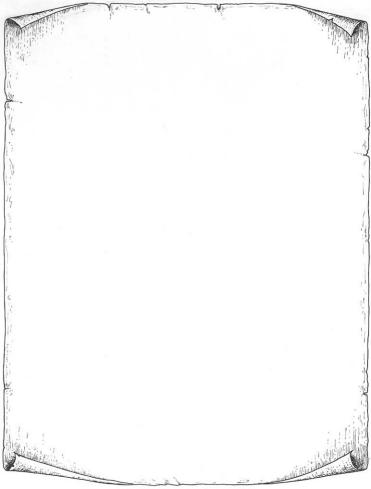
Character Name		Class (Kit)	Hit Points			
Alignment	Race	Experience Level	Wounds Suffered			
Age & Sex	Height & Weight	Hair & Eyes				
Distinguishing Features	Distinguishing Features Attack Table					
Strength	Melee Melee Weig Attack Damage Allowa		Melee Attack THAC0 Missile Attack			
Dexterity	Surprise Missile Defense Adjust. Attack Adjust					
Constitution	Hit Point System Ressu Adjust. Shock Survi	rect. Poison Regen. val Save Rate	-2 2			
Intelligence	Add'l. Max. Spell % Lex Languages Level Spel	arn Max. No. /Level Spell Immunity	-3 3			
Wisdom	Magical Bonus Spells Defense	% Spell Spell Immunity Failure	-4 4 -5 5			
Charisma —	Max. No. Loyalty Reac Henchmen Adjust. Adju	tion st.	-6 6			
Oriansina			-7 7			
	Weaponry Information	Nonproficiency Penalty	-8 8			
Weapon Type	Type Speed # Attack Attacks Adjust.	Ranges Damage Damage (S/M/L) Adjust Vs. S/M Vs. L	-9 9			
70/9/2000/00/2000			-10 10			
-			Roll number or higher on 1d20			
			Armor Class			
			Armor Worn			
Character	Sketch	xperience Points	Base AC Surprised AC			
			Shieldless AC Rear AC			
* *	+11 Yes	0% XP Bonus? Next Level XP Goal No	Other Defenses			
	Sa	Paralysis, Poison, or Death or Wan				

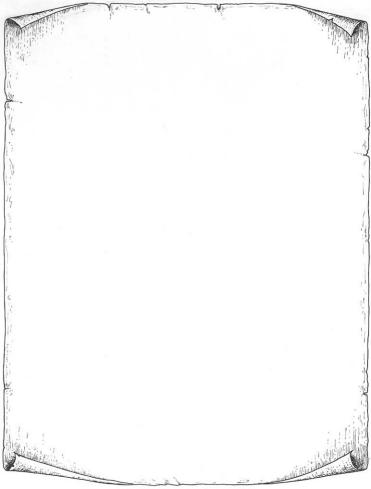
Warrior Abilities	Weapon Proficiencies	Nonweapon Proficiencies	
Laying on Attacks/ Round			
Cure Spells per Level 1st 2nd 3rd 4th Disease	Initial Slots Slot/IvIs Penalty	Initial Slots Bonus Slot/Ivis	
Turning Undead Spells Memorized			
Skeleton/1 HD	Weapon Name Spec?	Proficiency # Rel. Check Name Slots Ablty Mod.	
Zombie			
Ghoul/2 HD			
Shadow/3-4 HD			
Wight/5 HD			
Ghast			
Wraith/6 HD			
Mummy/7 HD			
Spectre/8 HD			
Vampire/9 HD Animal Reactions		,	
Ghost/10 HD Hide in Shadows			
Move Move			
Special Silently		Roll number or less on 1d20 to succeed	
Equipment	Pacial Abilities	Wealth	
Equipment Cost Wt.	Racial Abilities	Wealth Type (GP Value) Carried Cached	
Equipment Cost Wt.	Racial Abilities	Management of the second of th	
	Racial Abilities	Management of the second of th	
	Racial Abilities	Management of the second of th	
	Racial Abilities	Management of the second of th	
	Racial Abilities	Management of the second of th	
	Racial Abilities	Management of the second of th	
	Racial Abilities	Type (GP Value) Carried Cached	
	Racial Abilities	Type (GP Value) Carried Cached	
		Type (GP Value) Carried Cached Treasures (Gems, Jewelry, etc.)	
	Encumbrance	Type (GP Value) Carried Cached Treasures (Gems, Jewelry, etc.)	
	Encumbrance Category Weight Combat Effects	Type (GP Value) Carried Cached Treasures (Gems, Jewelry, etc.) Move Rates None	
	Encumbrance Category Weight Combat Effects None None	Type (GP Value) Carried Cached Treasures (Gems, Jewelry, etc.) Treasures (Gems, Jewelry, etc.)	
	Encumbrance Category Weight Combat Effects None None Light None Moderate -1 Attack	Type (GP Value) Carried Cached Treasures (Gems, Jewelry, etc.) Treasures (Gems, Jewelry, etc.)	
	Encumbrance Category Weight Combat Effects None None Light None Moderate -1 Attack	Type (GP Value) Carried Cached Treasures (Gems, Jewelry, etc.) Move Rates None (Base Move) Light	
	Encumbrance Category Weight Combat Effects None None Light None Moderate -1 Attack Heavy -2 Attack, +1 AC	Type (GP Value) Carried Cached Treasures (Gems, Jewelry, etc.) Treasures (Gems, Jewelry, etc.)	



Character Name		Class (Kit) Hit Points		
Alignment	Race	Experience Level	Wounds Suffered	
Age & Sex	Height & Weight	Hair & Eyes		
Distinguishing Features			Attack Table	
Strength	Melee Melee Weight Attack Damage Alloward	nt Max. Open Bend loce Press Doors /Lift	Melee Attack THACO Missile Attack	
Dexterity	Surprise Missile Defens Adjust. Altack Adjus	ive L		
Constitution	Hit Point System Ressure Adjust. Shock Surviv	ect. Poison Regen. Save Rate	-1 1	
Intelligence	Add'L Max. Spell % Lea Languages Level Spell	rn Max. No. Spell Immunity	-3 3	
Wisdom	Magical Bonus Spells Defense	% Spell Spell Immunity Failure	-4 4 -5 5	
Charisma	Max. No. Loyalty Reacti Henchmen Adjust. Adjust	on 1.	-6 6	
Chansma			-7 7	
	Weaponry Informatio	n Nonproficiency Penalty	-8 8	
Weapon Type	Type Speed # Attack R Attacks Adjust. (tanges Damage Damage Damage SM/L) Adjust vs. S/M vs. L	-9 9	
			-10 10	
			Roll number or higher on 1d20	
			Armor Class	
			Armor Worn	
Characte	r Sketch Ex	perience Points	Base AC Surprised AC	
			Shieldless AC Rear AC	
	+10′ Yes [% XP Bonus? Next Level XP Gotil	Other Defenses	
	Sa	ving Paralysis, Poison, or Death or Wel	, or Weapon Spell	

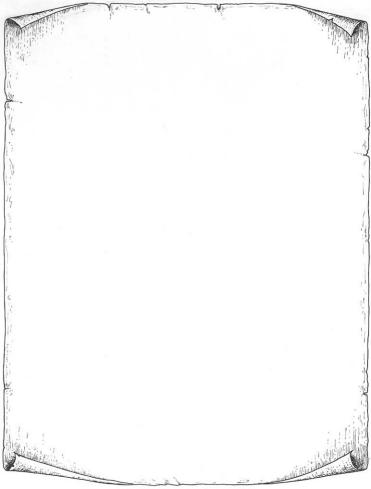
Class (Kit)

Priest Abilities	Weapon Proficiencies	Nonweapon Proficiencies
Spells per Level 1st 2nd 3rd 4th 5th 6th 7th	Initial Slots Add't Nonprof. Penalty	Initial Slots Bonus Slot/fvls
Turning Undead Skeleton/1 HD Zombie Ghoul/2 HD Shadow/3-4 HD Wight/5 HD Ghast Wraith/5 HD Murmy/7 HD Spectre/8 HD Vampier/9 HD Ginost/10 HD Lich/11+HD Special	Weapon Name	Proficiency # Ret. Chie Name Sots Abity Mor. Sots Abity Mor.
Equipment Rem Carried Cost Wt.	Racial Abilities	Wealth Type (GP Value) Carried Cachec Treasures (Gems, Jewelry, etc.)
Totals	Category Weight Combat Effects	Move Rates None (Base Move) Light (27 Move) Heavy (17 Move) Sewerer or Max. (Move-1)



Character Name					Class (K	it)		Hit Points	
Alignment			Experience	Level		Wounds Suffered			
Age & Sex	Heigi	nt & Weight			Hair & Eye	3			
Distinguishing Features								Attack Tab	le le
Strength		Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift	Melee Attack THACO	Missile Attack
Dexterity		Surprise Adjust.	Missile Attack	Defensive Adjust.				-1	1
Constitution		Hit Point Adjust.	System Shock	Ressurect Survival	Poison Save	Regen. Rate		-2	2
Intelligence		Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level	Spell In	nmunity	-3	3
Wisdom		Magical Defense	Bonus	Spells	% Spell Failure	Spell In	nmunity	-5	5
Charisma		Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.				-6	6
	14/				N			-7 -8	7
	Weap	onry	Inform	ation	Pe	onproficiency enalty		-9	9
Weapon Type	Type Sp	eed # Attac		Rang (S/M	ges Dam /L) Adju	age Damag vs. S/M	e Damage vs. L	-10	10
								Roll number or higher on	1d20
								Armor Clas	SS
								Armor Worn	
Characte	er Sket	ch		Ехр	erien	ce Po	oints	Base AC Surp	rised AC
								Shieldless AC Re	ear AC
								Other Defenses	
				+10% X Yes	P Bonus?	Next Leve	I XP Goal		
				Sav	ing	Paralysis, Poison, or Death	Rod, Staff, or Wand	Petrification Breath or Weapon Polymorph	Magical Spell

Thief Abilities	Weapon Proficiencies	Nonweapon Proficiencies		
Pick Pockets Backstab Damage Open Locks Find/ Remove Traps Move Silently Spells Memorized Find/ Remove Traps Move Silently Spells Memorized Climb Walls Read Languages Use Scrolls Lore & Knowledge Morale Modifier Influence Reactions	Initial Slots Slot/IvIs Nonprof. Penalty Weapon Name	Proficiency # Rel. Check Slots Ablty Mod.		
Equipment Item Carried Cost Wt.	Racial Abilities	Wealth Type (GP Value) Carried Cached Treasures (Gems, Jewelry, etc.)		
Totals	Category Weight Combat Effects None None Light None Moderate -1 Attack Heavy -2 Attack, +1 AC Severe -4 Attack, +3 AC Maximum -4 Attack, +3 AC Signal Signal	Move Rates Rates Roman R		



Character Name		Class (Kit)	Hit Points			
Alignment	Race	Experience Level	Wounds Suffered			
Age & Sex	Height & Weight	Hair & Eyes				
Distinguishing Features			Attack Table			
Strength	Melee Melee Weig Attack Damage Allows	ht Max. Open Bend Doors /Lift	Melee Attack THACO Missile Attack			
Dexterity	Surprise Missile Defens Adjust. Attack Adjust					
Constitution	Hit Point System Ressu Adjust: Shock Survi	rect. Poison Regen. val Save Rate	-1 1			
Intelligence	Add'l. Max. Spell % Leanguages Level Spel		-3 3			
Wisdom	Magical Bonus Spells Defense	% Spell Spell Immunity Failure	-4 4 -5 5			
Charisma	Max. No. Loyalty React Henchmen Adjust. Adju-	ion st.	-6 6			
BE REPRESENTED	None and Information	Nonreficiency	-7 7 -8 8			
The second secon	Weaponry Information		_9 9			
Weapon Type	Type Speed # Attack Adjust.	Ranges S/M/L) Damage vs. S/M Damage vs. L	-10 10			
			Roll number or higher on 1d20			
			Armor Class			
Character	Sketch Ex	perience Points	Base AC Surprised AC			
			Shieldless AC Rear AC			
	+10 Yes [% XP Bonus? Next Level XP Goal No	Other Defenses			
	Sa	Paralysis, Poison, or Death Or Wand	Petrification Breath or Weapon Spell			

Wizard Abilities Spells per Level Primary School Opposition Schools Primary School Opposition Schools	Weapon Proficiencies Initial Slots Add'I Slot/Ivls Nonprof. Penalty	Nonweapon Proficiencies Initial Slots INT Bonus Slot/lvls
Marchited Marchited Spell Book Spell Book	Weapon Name	Proficiency # Rel. Check Slots Ablty Mod.
Equipment Item Carried Cost Wt.	Racial Abilities	Wealth Type (GP Value) Carried Cached Treasures (Gems, Jewelry, etc.)
Totals	Encumbrance Category Weight Combat Effects None None Light None Moderate -1 Attack Heavy -2 Attack, +1 AC Severe -4 Attack, +3 AC Maximum -4 Attack, +3 AC	Move Rates None (Base Move) Light (2/3 Move) Moderate (1/2 Move) Heavy (1/3 Move) Severe or Max. (Move=1)

