

25¢

Order No
F101 (AL81)

Weapons	TYPE	MAG ADJ.	DAMAGE VS.		MISC.	LOCATION	QUAN
			S/M	L			

Spells Known	Level Name		Level Name		Level Name		Level Name	

POSSESSIONS	ITEM			LOCATION	ITEM			LOCATION


Animals	Type	Move Base	Armor Class	Hit Points	Hit Dice	No. of Attacks	Damage /Attack	Intelligence	Alignment	Size	Special Abilities

Misc.	
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PLAYER NAME:

CHARACTER CREATION DATE:

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Gaming Systems™

25¢

Personal Information

Age

Height

Weight

Sex

Name

Deity

Hair Color

Eye Color

Titles or Nicknames

Race

Alignment

Class

Level

Secondary Skills

Character Sketch

Abilities

Adjustments

Strength S

Hit Adjust

Damage Adjust

Weight Allow

Open Doors

Bend Bars, Lift Gates %

Intelligence I

Additional Languages

Min. Spells / Level

Max. Spells / Level

Chance to Know Spell %

Wisdom W

Magical Attack

Spell Bonus

Spell Failure %

Dexterity D

Reaction / Attack Adj

Defensive (AC) Adj.

Constitution C

Hit Point Bonus

System Shock %

Resurrect. Survival %

Charisma Ch

Maximum # Henchmen

Loyalty Base Adj. %

Reaction Adjust. %

Racial Adjustments

Thieving Skills

PICK POCKETS %

PICK LOCKS %

FIND/REMOVE TRAPS %

MOVE SILENTLY %

HIDE IN SHADOWS %

HEAR NOISE %

CLIMB WALLS %

READ LANGUAGES %

Languages Known

Psionics

ATTACK STRENGTH

DEFENSIVE STRENGTH

ATTACK MODES

DEFENSE MODES

MAJOR DISCIPLINES

MINOR DISCIPLINES

AC

Armor Type

Shield

Helm

Hit Points

Wounds

Wealth

Type

Quantity Carried

Quantity Stored

Platinum Pieces

Gold Pieces

Electrum Pieces

Silver Pieces

Copper Pieces

GEMS

JEWELRY

MISC

Treasure Found

Experience Point Record

AWARDED

+10%

TOTAL

AWARDED

+10%

TOTAL

Monsters Killed

SPECIAL ABILITIES

MAGIC ITEMS

MISC. PERSONAL INFORMATION

LAST WILL & TESTAMENT

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