Name:_____

Race_____ Class_____ Kit_____ Level_____

Align._____ Sex_____ Hight_____ Weight_____

Hair_____ Eyes_____ Age_____ Religion_____

Amazing Damsels&Decadence

2nd trial

	Hit Prob.	Dmg Adj.	Wgt Allow.	Max Press	Open Doors	B.B/ L.G.
STR						
DEX	Reaction Adjustment		Missile Attack Adjustment		Defense Adjustment	
CON	HP Adj.	System Shock	Resurection Survival	Poison Save	Regener-ation	
INT	Number of Laguages	Spell Level	Learn Spell	Spells/ Level	Spell Immunity	
WIS	Mag Def Adjustment	Bonus Spells		Spell Failure	Spell Immunity	
CHR	Max No Henchmen		Loyality Base		Reaction Adjustment	
COM	Reaction					

Saving Throws	Base	Modifiers	Total
Paralyze/Poison/ Death Magic			
Rod/Staff/Wand			
Petrification/ Polymorph			
Breath Weapon			
Spells			

Resist.:_____

Vision:_____ SThr. vs Poison,Rod,Staff,Wand,Spells:_____ Detect Sloping Passage:____/__ Detect New Construction:____/__
Detect Sliding, Shifting Walls or Rooms:____/__ Detect Stonework Traps,Pits and Deadfalls:____/__ Deter. Approx. Depth Underground:____/__
Detect Unsafe Walls, Ceiling and Floors____/__ Determine Approx. Direction Underground:____/__ Chance of Magic Item Malfunction:_____%
Detect Secret, Concealed Doors:____/__ Resist Sleep & Charm related Spells:_____% Other:_____

ARMOR

AC

__(Base)+__(DEX)+__(Armor)+__(Magic)+__(Spec.)=__(AC)

Surprised AC_____ Armor:_____

Shieldless AC_____ Shield:_____

Rear AC_____ Misc.:_____

Defenses_____

Hit Dis:	Death at	Regener.:	1	2	3	4	5	6	7	8	9	10	11	+

HP

Wounds

Weapon	#AT	Attack Adj				Damage Adj				Thac0	Damage		Range			W. Speed			
		Mag.	St/De	Other	Total	Mag.	STR	Other	Total	Total	S/M	Large	S	M	L	Base	Other	Mag.	Total

Single-Weapon _____
Two-Handed _____
Weapon&Shield _____
Two Weapons _____
Wrestling _____
Punching _____
Material Arts _____

Special Attacks:_____

_____

Spec. in:_____

Thac0:____(Base) #AT:____(Base) not prof. penality:_____

Amunition:

_____ ☐☐☐☐☐	_____	☐☐☐☐☐	
_____ ☐☐☐☐☐	_____	☐☐☐☐☐	
_____ ☐☐☐☐☐	_____	☐☐☐☐☐	
_____ ☐☐☐☐☐	_____	☐☐☐☐☐	
_____ ☐☐☐☐☐	_____	☐☐☐☐☐	

THIEVING SKILLS	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide In Shadows	Detect Noise	Climb Walls	Read Languages	Backstab: x Bardic Skills
Base Score:									
Class Kit:									
Racial Adj:									
Dex Adj:									
Armor Adj:									
% Distr.:									
TOTAL:									

Skeleton	Zombie	Ghoul	Shadow	Wight	Ghast	Wraith	Mummy	Spectre	Vampire	Ghost	Lich	Special

Wizard Spells Bonus:_____	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

Priest Spells Bonus:_____	1st	2nd	3rd	4th	5th	6th	7th

Psionic Power	PS	IC	MC	P	Psionic Power	PS	IC	MC	P	Psionic Power	PS	IC	MC	P	Psionic Power	PS	IC	MC	P
															PSP max.:		PSP:		

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Special Abilities	Weapon Proficiencies		Nonweapon Proficiencies/Skills					
	Proficiency	Slots	Proficiency	Slots	Ability	Stat	Mod.	Total

Item	Weight	Location	Special/ Magical Items	Weight	Location

Treasure & Valuables	Value	Weight	Location	Arms & Armor	Weight	Location

Platinum :_____ PP
Gold :_____ GP
Electrum :_____ EP
Silver :_____ SP
Copper :_____ CP

Other Currencies:
_____
_____
_____
_____

Supplies

Rations: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Water/Wine: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Feed: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Spec. Food: ☐☐☐☐☐ _____ ☐☐☐☐☐ _____ ☐☐☐☐☐

EXP + %

Next Lev.

Kit Benefits:

Kit Hinderances:

Name	Race/Class	AC	HD/Lvl	ThacO	#AT	Damage/Effects	HP	Movement	Size	Align.
Notes:										
Notes:										
Notes:										

Will: I_____ *do hereby* _____

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