Character						Ad	vanced		
Class/Kit		L	evel				s & Dragons		
Daga	Alignment						2nd Edition		
Patron Deity/Religio	<u> </u>	0				2nc	a Edition		
Place of Origin					P	LAYER CHA	RACTER RECORD		
ABILITY SCORES					SAVING	ГHROWS			
STR Hit	Omg Max	Open	В	end	Modifiers		Paralyzation or		
DEX Adj Surprise	Adj Press Missile	Doors	Defensive	Bars			Poison U		
CON Adj	Adj System		Adj Resurrection	n			Rod, Staff, or Wand		
INT Additional	Shock Spell	Learn	Survival M	ax #			Petrification or		
WIS Prots Magical	Level Bonus	Spell	Spel	pells 1			Polymorph U		
CHA Def Adj	Spells Loyalty	T	Failur Reaction	re			Breath Weapon		
CMS Henchmen Response	Base		Adj				Spells O		
Detections					anguages		Spens U		
					anguages				
Resistances									
ARMOR Armor Worr		djusted irprise		S	Special Attacks &	Defenses	HIT POINTS		
		nieldles					-		
CLASS		ear					THAC0		
CE/100				DONE GO	2) (D) (H				
				PON CO					
Weapon	# AT	Size	Туре	Speed	Hit/Dmg Adj	Damage	Range/Special		
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CHARACTE	R DESCRIP	TIO	N Pl	ayer Name					
Character Name				Sex			Age		
	Experience	e		Height	t		Weight		
Homeland				Hair _			Eyes _		
<u>EQUIPMENT</u>	-								
EQUII WENT									
Item	Location	Wt	Item	Location	Wt	Item		Location	Wt
Total Weight Encumbrance			Encumbrance	Movement Rate					
	Run (x10) Normal (x5) Crawl (x1/2)		Day Hidden (x2/3) Special	EXPERIE	INCE	Needed		Bonus	
MAGIC ITEMS				•					
SPECIAL ABIL	TTEC								
	111E5		I	Pick Pockets		R	Read Langua	ges _	
				Open Locks		Т	ïghtrope Wa	lk _	
			I	Find/Remove T	Traps	P	ole Vault	_	
			N	Move Silently		F	all	_	
				Move Silently Hide in Shadow	VS		all road Jump	_	
			I	•	vs	B		_ _ _	
			I	Hide in Shadow	VS	B	road Jump	- - -	

CHARACTER HISTO	ORY					
PRIEST	Zombie		Ghast		Vampire or 9 HD	
VS.	Ghoul or 2	HD -	Wraith or 6 HD		Ghost or 10 HD	
UNDEAD	Shadow or	3-4 HD	Mummy or 7 HD		Lich or 11+ HD	
Skeleton or 1 HD	Wight or 5	HD _	Spectre or 8 HD		Special	
OTHER POSSESSION	NIC					
Item	Location	Item	Location	Item		Location
TCIII	Location	Tieni	Location	Ttem		Location
		 				
		 				
TREASURE/MONE	Y			<u>'</u>		

HENCHMEN/ANIMAL COMPANIONS

Name								
	Race/Class	AC	HD/Lvl	# AT	hp	THAC0	Damage	Abilities
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CHARACTER D	ESCRIPTION							
CHARACTER S	SKETCH							
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