Character Creation Date:_				د.	June Con or
Campaign:					
Dungeon Master:					RIGOSTINA
Player:			-		
Character Name)	Chara	cter Record Sheet
Race:			Height:		Eyes:
Group: Kit:					Hair: Age:
Armour Clas Without Dexter Without Shield:	ity: Rear:		Hit Points Temporary: Maximum:		Movement Rate Combat Rate: Withdraw Rate:
		— Ability	Scores —		
Strength	To Hit/ Damage:	Weight Allowance:	Maximum Press:	Open Doors:	Bend Bars/ Lift Gates:
Dexterity	Reaction Adjustment:	Missile Attacks:	Defensive Adjustment:		
Constitution	Hit Point Adjustment:	System Shock Survival:	Resurrection Survival:	Poison Save:	Regeneration Rate:
Intelligence	Insight Bonus:	Maximum Spell Level:	Learn Chance:	Maximum Spells Per Level:	Bonus Proficiencies:
Wisdom	Magical Defence Adjustment:	Maximum Spell Level:	Spell Failure:		
Charisma	Maximum Henchmen:	Loyalty Base:	Reaction Adjustment:		
			Throws —		
Paralysation, Poison, or D	Death Magic		$D1 \cdot 1$	Adjustm	
Rod, Staff, or Wand					
			Insight: _		
Petrification or Polymorph	ı		Will:		
Breath Weapon			Other: _		
Spells			_		
		— Special	Abilities —		
Raci	al Abilities			Class Ab	ilities
			I		

]	Proficier	ncies —				
Wea Initial Slots: Additional Slots: /	pon Free Slots	:		Initial S Addition		on-Weapo Free	n Slots:	
Attacks per Round: With Specialised Weapon:	/							
Armour	Weapons		Equipm Clothin		Mounts & I		Oth	
Encumbrance:		I		I		I		
(Weight in pac	:ks:	V	Weight in p – Comb			Other:)	
THAC0:			Comb	at				
Weapon	To Hit	Dan S/M	nage L	Speed	Attacks/ RoF	5	Range M (-2)	L (-5)
Weapon	TOTIC	3/ WI	L	Opeeu	101	5	IVI (-2/	L (-)/
Lo Coins Beads: Bits: Ceramic: Silver: Gold:	Other	Treasure			Experi rent Experienc d for Next Le		ints	

			ells —				
Spells per Day I 2 Base Sonus Total I	2 3	4 5	5 6	7	8	9	10
Specialised School: Opposition Schools: Spell Immunities:			Major Spl Minor Spl				
First	Seco	ond	Thir	·d		Fourth	
Fifth	Six	th	Seven	ıth		Eighth	
Ninth	Ter	ıth	Scrol	lls		Component	5

Psionics				
Psionic Strength Points: Mental Armour Class:	Total Disciplines: Defence Modes:	Total Sciences:	Total Devotions:	

Clairsentience Sciences	Psychokinesis Sciences	Psychometabolism Sciences
Devotions	Devotions	Devotions

Psychoportation Sciences	Telepathy Sciences	Metapsionics Sciences
Devotions	Devotions	Devotions

Attack Modes	Harbingers	Defence Modes	Constructs

				- Cleric vs. Undead
	~		~	
Hit Dice	Score	Hit Dice	Score	Roll d20 and compare with target score.
I HD		7 HD		Turn or command 2d6 undead if successful.
I+ HD		8 HD		T: Automatic turn or command.
2 HD		9 HD		D: Destruction or domination.
3-4 HD		10 HD		* Turn an additional 2d4 creatures.
5 HD		II+ HD		
5+ HD		Special**		** Unique and powerful undead, free-willed undead from the
6 HD				Gray, and certain entities from the Outer Planes.

		— Rogue Sk			
		Dexterity	Racial	Armour	
Ability	Base Score	Modifier	Modifier	Modifier	Final Score
Bribe					
Climb Walls					
Detect Illusion					
Detect Magic					
Detect Noise					
Escape Bonds					
Find/Remove Traps					
Forge Document					
Hide in Shadows					
Move Silently					
Open Locks					
Pick Pockets					
Read Languages					
Tunnelling					

		Poisons	5		
Poison Name	Poison Class	Delivery Method	Onset Time	Strength	Cost

Nationality:	Lord or Owner:	
Birthplace:	Patron:	
Birth Date & Zodiac:	Faction Membership	
Relatives:	Religion:	