NAME	RACE	CLASS	LEVEL

ATTRIBUTES

STRENGTH		DEXTERITY		CONSTITUTION		INTELLIGENCE		WISDOM		CHARISMA	
STAMINA		AIM		HEALTH		REASON		INTUITION		LEADERSHIP	
MUSCLE		BALANCE		FITNESS		KNOWLEDGE		WILLPOWER		APPEARANCE	
ATTACK ADJUSTMENT		DEFENSIVE ADJUSTMENT		HIT POINT ADJUSTMENT		BONUS # OF PROFICIENCIES		MAGIC DEF. ADJUSTMENT		REACTION ADJUSTMENT	
DAMAGE ADJUSTMENT		REACTION ADJUSTMENT		SYSTEM SHOCK		PERCENT TO LEARN SPELL		PERCENT OF SPELL FAILURE		NUMBER OF HENCHMEN	
MAXIMUM PRESS		MISSILE ADJUSTMENT		RESURRECTION CHANCE		MAXIMUM SPELL LEVEL		BONUS SPELLS		LOYALTY BASE	
OPEN DOORS				POISON SAVE		MAXIMUM # OF SPELLS		FIRST LEVEL			
BEND BARS / LIFT GATES						ILLUSION IMMUNITY		SECOND LEVEL			
WEIGHT ALLOWANCE								THIRD LEVEL			
								FOURTH LEVEL			

COMBAT

ARMOR CLASS:

HIT POINTS:

SAVING THROWS

THACO	
BASE INIT	
NON-PROFICIENCY PENALTY	
NUMBER OF PROFICIENCIES	
INCREASE PER LEVEL	

ARMOR WORN:

NO SHIELD:	
NO DEX ADJ:	
REAR:	

DICE ROLLS:

SAVING THROW MODIFIERS:

PARALYZATION/ POISON/ DEATH MAGIC	
PETRIFICATION POLYMORPH	
ROD/STAFF/WAND	
BREATH WEAPON	
SPELLS	

WEAPONS	ATTACK ADJ.	DAMAGE ADJ.	DAMAGE VS. SIZE	KNOCK DOWN	NO. OF ATTACKS	SPEED	TYPE	SIZE	REACH	RANGE/ SPECIAL

WEAPON PROFICIENCIES:

PROFICIECY	EFFECT	COST

TRAITS & NON-WEAPON PROFICIENCIES:

ABILITY	SCORE	EFFECT	COST

RACIAL ABILITIES

ABILITY	EFFECT	COST

PROFESSIONAL ABILITIES

ABILITY	EFFECT	COST

† TURNING UNDEAD †

TYPE OR HIT DICE	1	2	3	4	5	6	8	9	10-11	12-13	14+
SKELETON OR 1 HD	10	7	4	+	+	D	D*	D*	D*	D*	D*
ZOMBIE	13	10	7	4	+	+	D	D*	D*	D*	D*
GHOUL OR 2 HD	16	13	10	7	4	+	D	D	D*	D*	D*
SHADOW OR 3-4 HD	19	16	13	10	7	4	+	D	D	D*	D*
WIGHT OR 5 HD	20	19	16	13	10	7	+	+	D	D	D*
GHAST	—	20	19	16	13	10	4	+	+	D	D
WRAITH OR 6 HD	—	—	20	19	16	13	7	4	+	+	D
MUMMY OR 7 HD	—	—	—	20	19	16	10	7	4	+	+
SPECTRE OR 8 HD	—	—	—	—	20	19	13	10	7	4	+
VAMPIRE OR 9 HD	—	—	—	—	—	20	16	13	10	7	4
GHOST OR 10 HD	—	—	—	—	—	—	19	16	13	10	7
LICH OR 11+HD	—	—	—	—	—	—	20	19	16	13	10
SPECIAL**	—	—	—	—	—	—	—	20	19	16	13

* AN EXTRA 2D4 CREATURES OF THIS TYPE ARE TURNED.
** SPECIAL CREATURES INCLUDE UNIQUE UNDEAD, FREE-WILLED UNDEAD OF THE NEGATIVE MATERIAL PLANE, CERTAIN GREATER AND LESSER POWERS, AND THOSE UNDEAD THAT DWELL IN THE OUTER PLANES.

MUNDANE EQUIPMENT

ITEM	LOC.	WT.	ITEM	LOC.	WT.	ITEM	LOC.	WT.	ITEM	LOC.	WT.

EXTRAORDINARY EQUIPMENT

ITEM	LOC.	WT.	DESCRIPTION

CONSUMABLE ITEMS:

TYPE: _____ #:___ TYPE: _____ #:___ TYPE: _____ #:___ TYPE: _____ #:___

ENCUMBRANCE & MOVEMENT

	UNENCUMBERED	LIGHT	MODERATE	HEAVY	SEVERE	MAX
WEIGHT						
MOVE		(2/3)	(1/2)	(1/3)	1	—
ATTACK	0	0	-1	-2	-4	—
ARMOR CLASS	0	0	0	+1	+3	—
BASE INITIATIVE						

AGE & APPEARANCE

EYES: _____ HAIR: _____ SKIN: _____ WEIGHT: _____ LBS HEIGHT: _____ SEX: ____

DISTINGUISHING FEATURES: _____

NATURAL AGE: _____ YEARS ADDED: _____ YEARS REMOVED: _____ MAXIMUM AGE: _____

PERSONALITY & ORIGIN

ALIGNMENT: _____ RELIGION: _____ FACTION: _____

PERSONALITY TRAITS: _____

ORIGIN: _____

ALIASES AND TITLES: _____

COMPANIONS & HENCHMEN

NAME	RACE	INT.	AL.	AC.	HD.	HP.	+HACØ	DAM./ATT.	ML.	SPECIAL

EXPERIENCE

BONUS %:	NEXT LEVEL GOAL:	LEVEL LIMIT:	CHARACTER POINTS: