## Maldin's 2<sup>nd</sup> Edition AD&D Character Sheets

# Denis Tetreault Maldin's Greyhawk <a href="http://melkot.com">http://melkot.com</a>

I'm pleased to make available my custom 2<sup>nd</sup> Edition player character sheets as a pdf file for easy printing. As my own personal campaign is still 2<sup>nd</sup> Edition, a campaign that has going on since 1980, I still use these sheets as I write this in 2006. I hope others find them as useful as I have. They are based on the original "gold" 1<sup>st</sup> Edition character sheets available way back then, in 1980, modified and perfected (for my campaign) over the past 25 years of game play. I hope others will find them useful for their own campaigns as well. While updated for 2<sup>nd</sup> Edition rules, I'm sure you could still use them in a 1<sup>st</sup> Edition campaign.

You'll notice that I use 9 characteristics. Comeliness came from the original Unearthed Arcana hardcover. I also use Perception and Willpower, both of which are explained on my website at <a href="http://melkot.com/mechanics/new-stats.html">http://melkot.com/mechanics/new-stats.html</a> If you don't wish to use them, you can use the space for something else by covering over that part before photocopying the sheets for your players.

A bit of an explanation about the different pages found here. For single-classed PC's, I use the obvious front pages for Fighter (pg 2), Priest (pg 3), Thief (pg 4), Wizard (pg 5), and Psionicist (pg 6), with the generic back page (pg 7). For multiclassed characters, I use one of the first pages, combined with the specialized back pages (Wizard, pg 8; Priest, pg 9; Thief, pg 10; Psioncist, pg 11; for Fighters, I just use the generic back page). I give players the choice of which they want as their first page, and which for their second page.

If you like my sheets, let me know! You can email me at "maldin" at the "canonfire.com" domain (my attempt to limit the effectiveness of spambots harvesting my email address). Also, drop by my website for maps, magic, mysteries, mechanics, and more! There is loads of Greyhawk information, but alot of the material can be applied to any campaign.

Enjoy!

Denis Tetreault, aka "Maldin"

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	AD&D	
	AYER CHARACTER SHEET  Maldin's Greyhawk http://melkot.com	CAMPAIGN #
	CHARA	CTER SKETCH
CHARACTER NAME  CLASS: LEVEL:		
PATRON DEITY: RACE:	T:	
MOVE BASE ADJ MOVE VISION PREVIOUS	SOCCUPATION	
CONCEALED/SECRET DOORS CLIMBING LISTENING  STR WHIT DAM OPEN BEND DOORS BARS	SPECIAL MOVE	SAVING THROWS
INT ADD % KNOW MIN# MAX# ANG SPELL SPELLS SPELLS	RESISTANCES:  DETECTION:	PARALYZATION POISON, DEATH
WIS MAGICAL SPELL % SPELL FAILURE	SPECIAL BONUSES:	PETRIFICATION POLYMORPH
DEX REACTION MISSILE DEFENSE ADJ ADJ		ROD, STAFF or WAND  BREATH WEAPON
CON HIT POINT SYSTEM RESURRECT SURVIVAL	WEIGHT LOADED MAX ALLOW ½ MOVE PRESS	SPELLS
CHA HENCHMEN BASE REACTION ADJ	MAGIC ITEMS NORMALLY IN USE RINGS: LEFTF	RIGHT
MODIFERS  DED DETECT	PROTECTIVE DEVICES:	
POW SCORE CURRENT MAX	MISC:	
COMPAT	TOTAL COMBAT STATISTICS	
ARMOR CLASS  ARMOR TYPE  SHIELD TYPE  VS # ATK  RH	A	ATK / RD 2-HAND ATK SPECIAL
OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  RH		
HIT POINTS WOUNDS: LH RH LH		
MISC	WEAPON	DAM VS S-M VS SIZE L
MOUNT:  NAME TYPE HD AC HP #AT DAMAGE		
WEAPON PROFICIENCIES: TOTAL NON-PROFADJ GAIN NEXT WEAPON TRAINING:		
TRAINING FACILITY: STATUS: PATRON: STATUS:		
GUILD MEMBERSHIPS:		
SPECIAL ABILITIES:	MILITARY DUTIES:	RANK:

		AD&D		
PLAYER NAME  DATE CHARACTER BEGAN		AYER CHARACTER SHEET  Maldin's Greyhawk http://melkol.com		CAMPAIG #
			CHARACTER SI	KETCH
CHARACTER NAME				
CLASS:PATRON DEITY:	RACE:			
PLACE OF ORIGIN:  MOVE BASE ADJ MOVE VISION		S OCCUPATION		
CONCEALED/SECRET DOORS CLIMBING	LISTENING	SPECIAL MOVE		
STR % HIT DAM ADJ	OPEN BEND DOORS BARS	RESISTANCES:	· · · · · · · · · · · · · · · · · · ·	SAVING THROWS  BASE ADJ
INT ADD % KNOW MIN ANG SPELL SPEL		DETECTION:		PARALYZATION POISON, DEATH
WIS MAGICAL SPELL BONUS	% SPELL FAILURE	SPECIAL BONUSES:		PETRIFICATION POLYMORPH ROD, STAFF
DEX REACTION MISSILE ADJ ADJ	DEFENSE ADJ			or WAND BREATH WEAPON
CON HIT POINT SYSTEM SHOCK	RESURRECT SURVIVAL	WEIGHT LOADED ALLOW ½ MOVE	MAX PRESS	SPELLS
CHA HENCHMEN LOYALTY BASE	REACTION ADJ	MAGIC ITEMS NORMALLY		
COM	COMELINESS MODIFERS	PROTECTIVE DEVICES:		
PER DETECT ADJ		MISC:		
POW ORIG CURRENT MAX				
ARMOR CLASS ARMOR TYPE SHIELD TYPE OTHER AC ADJUSTMENTS		TOTAL COMBAT STATISTICS  USED S/M L ATTAC	S ATK / F	RD 2-HAND ATK SPECIAL
HIT POINTS WOUNDS:	RH LH			
MOLINT:		WEAPON		DAM VS S-M VS SIZE L
MOUNT:NAME TYPE HD AC	HP #AT DAMAGE			
WEAPON PROFICIENCIES: TOTAL NON-PROFICIENCIES	OF ADJ GAIN NEXT			
WEAPON TRAINING:				
HOLY SYMBOL: SPI	ELLS ACQUIRED PER	LEVEL 1st: 2nd: 3rd:	4th:5th:	6th:7th:
RAIMENT:	PANTHEON:	TUDNING UNI	DEAD	

STATUS:\_\_\_

INFLUENCE:\_\_

SPHERES:\_\_\_ PARISH:\_\_\_

SPECIAL ABILITIES:\_\_\_

PATRIARCH:\_\_\_\_\_

TURNING UNDEAD

SHADOW WIGHT

SPECTRE VAMPIRE GHOST

POWER'S TYPE/PLANE:\_\_\_ POWER'S REACH:\_\_\_\_\_

SKELETON

GHAST

GHOUL

MUMMY

SPECIAL

ZOMBIE

WRAITH

LICH

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PLAYER NAME  DATE CHARACTER BEGAN		CUSTOM PLA	YER CHARA Maldin's Greyhawk		ET	#	CAMPAIGN
			$\overline{}$		CHARA	CTER SKETCH	
CHARACTER NAME							
		LEVEL:					
PATRON DEITY:		_ RACE:					
	_						
MOVE BASE ADJ MOVE  CONCEALED/SECRET DOORS	VISION CLIMBING LIS	PREVIOUS	SPECIAL MOVE				
	HIT DAM OPEN ADJ DOORS	BEND	7	CES:		SAVING THR	OWS ASE ADJ
INT ADD LANG	% KNOW MIN # SPELL SPELLS	MAX# SPELLS	DETECTION	N:		PARALYZATION POISON, DEATH	
MAGICAL	SPELL	% SPELL				PETRIFICATION POLYMORPH	
	BONUS  MISSILE DEFI	FAILURE ENSE	SPECIAL E	BONUSES:		ROD, STAFF or WAND	
DEX ADJ	ADJ AI	วา	WEIGHT	LOADED	MAX	BREATH WEAPON	<u> </u>
CON HIT POINT ADJ	SYSTEM RES SHOCK SUF	URRECT RVIVAL	ALLOW	½ MOVE		SPELLS	
CHA HENCHME		EACTION ADJ			RMALLY IN USE	RIGHT	
COM	N COMELIN MODIFE	ESS RS					
PER DETECT ADJ			MISC:				
POW ORIG	CURRENT MAX		Ī				
COMBAT @	mn	→ .		AD AT OTA	TICTICC		
ARMOR CLASSARMOR TY		WEAPON	TOTAL CON <u>USED</u> S	/M L		ATK / RD 2-H. SPECIAL	AND ATK
\	ADJUSTMENTS	RH LH					
HIT DIE	SPECIAL HP ADJUSTMENTS	RH					
\ /		LH					
MOUNT:			WEAPON			DAM VS S-M V	S SIZE L
	TYPE HD AC HP #A	T DAMAGE					
WEAPON PROFICIENCE		GAIN NEXT					
WEAPON TRAINING:							
CIIII D:			N FIND/REM				READ
GUILD:	PO0	CKETS LOCK	S TRAPS	SILENT	TLY SHADOWS NO	DISE WALLS LAI	NGUAGES
SUPERIOR:		_	$\dashv \vdash$	$\left.\right $	<del></del>	$\dashv \mid \dashv \mid$	
	ARMOR ADJ	$\rightarrow$	$\dashv \vdash$	$\exists \vdash$		$\dashv \vdash \dashv  brace$	
PSEUDONYMS:		$\rightarrow$	$\exists$	<b> </b>	<b> </b>	$\rightarrow$	
BACK	LVL ADJ						
BACK X	FINAL SCORE	$\supset$ $\subset$	$\supset \subset$	$) \subset$	$\bigcirc$		

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	CHARA	ACTER SKETCH
CHARACTER NAME	_	
CLASS: LEVEL:		
PATRON DEITY: RACE: RACE:		
PLACE OF ORIGIN: ALIGNMEN	Γ:	
MOVE BASE ADJ MOVE VISION PREVIOUS	OCCUPATION	
CONCEALED/SECRET DOORS CLIMBING LISTENING  STR % ADJ ADJ DOORS BARS	SPECIAL MOVE RESISTANCES:	SAVING THROWS
LNIT ADD % KNOW MIN# MAX#	DETECTION:	PARALYZATION BASE
		POISON, DEATH PETRIFICATION
WIS MAGICAL SPELL % SPELL ATK ADJ BONUS FAILURE	SPECIAL BONUSES:	POLYMORPH POLYMORPH
DEX REACTION MISSILE DEFENSE ADJ ADJ	Ī <u></u>	ROD, STAFF or WAND
		BREATH WEAPON
CON HIT POINT SYSTEM RESURRECT SURVIVAL	WEIGHT LOADED MAX ALLOW ½ MOVE PRESS	SPELLS
CHA MAX# LOYALTY REACTION HENCHMEN BASE ADJ	MAGIC ITEMS NORMALLY IN USE	
COM REACTION COMELINESS MODIFIERS	RINGS: LEFT_	
	PROTECTIVE DEVICES:	
PER DETECT ADJ	MISC:	
POW ORIG CURRENT MAX	Ī	
COMBAT	TOTAL COMBAT STATISTICS	
WEAPON I	<u>USED</u> <u>S/M</u> <u>L</u> <u>ATTACK BONUSES</u>	ATK / RD 2-HAND AT <u>SPECIAL</u>
ARMOR TYPE SHIELD TYPE VS # ATK WEAPON I	USED S/M L ATTACK BONUSES	
ARMOR TYPE SHIELD TYPE VS#ATK WEAPON I	USED S/M L ATTACK BONUSES	
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  RH LH RH	USED S/M L ATTACK BONUSES	
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  WOUNDS:  WOUNDS:	USED S/M L ATTACK BONUSES	
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  WOUNDS:  RH LH  RH LH  LH  RH LH	USED S/M L ATTACK BONUSES  WEAPON	
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  T POINTS  WOUNDS:  DUNT:  NAME TYPE HD AC HP #AT DAMAGE		<u>SPECIAL</u>
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  T POINTS  WOUNDS:  DUNT:  NAME TYPE HD AC HP #AT DAMAGE		<u>SPECIAL</u>
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  DUNT: NAME TYPE HD AC HP #AT DAMAGE  EAPON PROFICIENCIES: TOTAL NON-PROF ADJ GAIN NEXT		<u>SPECIAL</u>
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  T POINTS  WOUNDS:  DUNT:  NAME TYPE HD AC HP #AT DAMAGE  EAPON PROFICIENCIES:  TOTAL NON-PROF ADJ GAIN NEXT		<u>SPECIAL</u>
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  T POINTS  WOUNDS:  DUNT:  NAME TYPE HD AC HP #AT DAMAGE  EAPON PROFICIENCIES:  TOTAL NON-PROF ADJ GAIN NEXT		<u>SPECIAL</u>
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  WOUNDS:  DUNT:  NAME TYPE HD AC HP #AT DAMAGE  EAPON PROFICIENCIES:  TOTAL NON-PROF ADJ GAIN NEXT  EAPON TRAINING:	WEAPON	DAM VS S-M VS SIZE L
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  DUNT:  NAME TYPE HD AC HP #AT DAMAGE  EAPON PROFICIENCIES:  TOTAL NON-PROF ADJ GAIN NEXT  EAPON TRAINING:  PELLS MEMORIZED PER LEVEL 1st: 2nd: 3rd:  AX SPELLS KNOWN PER LEVEL 1st: 2nd: 3rd:	WEAPON  4th:5th:6th:7th: 4th:5th:6th:7th:	SPECIAL  DAM VS S-M VS SIZE L  Barrier Size L  Sth:9th:
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  DUNT:  NAME TYPE HD AC HP #AT DAMAGE  EAPON PROFICIENCIES:  TOTAL NON-PROF ADJ GAIN NEXT  EAPON TRAINING:  SELLS MEMORIZED PER LEVEL 1st: 2nd: 3rd:  AX SPELLS KNOWN PER LEVEL 1st: 2nd: 3rd:  AX SPELLS KNOWN PER LEVEL 1st: 2nd: 3rd:  GUILD MEMBERSHIPS:	WEAPON  4th:5th:6th:7th: 4th:5th:6th:7th:	DAM VS S-M
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  DUNT:  NAME TYPE HD AC HP #AT DAMAGE  EAPON PROFICIENCIES:  TOTAL NON-PROF ADJ GAIN NEXT  EAPON TRAINING:  PELLS MEMORIZED PER LEVEL 1st: 2nd: 3rd:  AX SPELLS KNOWN PER LEVEL 1st: 2nd: 3rd:  ASTER: GUILD MEMBERSHIPS:	WEAPON	DAM VS S-M
ARMOR TYPE SHIELD TYPE VS # ATK  OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  DUNT:  NAME TYPE HD AC HP #AT DAMAGE  EAPON PROFICIENCIES:  TOTAL NON-PROF ADJ GAIN NEXT  EAPON TRAINING:  SELLS MEMORIZED PER LEVEL 1st: 2nd: 3rd:  AX SPELLS KNOWN PER LEVEL 1st: 2nd: 3rd:  AX SPELLS KNOWN PER LEVEL 1st: 2nd: 3rd:  STER: GUILD MEMBERSHIPS: SHOOL:	WEAPON	DAM VS S-M
OTHER AC ADJUSTMENTS  HIT DIE SPECIAL HP ADJUSTMENTS  TYPE HD AC HP #AT DAMAGE  EAPON PROFICIENCIES:	WEAPON	DAM VS S-M

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PLAYER NAME	CUSTOM PLA	YER CHARACTER SHEET		#	AMPAIG
DATE CHARACTER BEGAN	by D. Tetreault M	laldin's Greyhawk http://melkot.com			
			CHARACT	TER SKETCH	
CHARACTER NAME					
CLASS:	LEVEL:				
PATRON DEITY:	RACE:	<del></del>			
PLACE OF ORIGIN:	ALIGNMEN	Γ:			
MOVE BASE ADJ MOVE VISION	PREVIOUS	OCCUPATION			
CONCEALED/SECRET DOORS CLIMBING	LISTENING	SPECIAL MOVE			
	PEN BEND OORS BARS	RESISTANCES:		SAVING THROW BASE	
INT ADD % KNOW MIN # SPELLS	MAX# SPELLS	DETECTION:		PARALYZATION POISON, DEATH	
WIS MAGICAL SPELL ATKADJ BONUS	% SPELL		<del></del>	PETRIFICATION POLYMORPH	
	FAILURE	SPECIAL BONUSES:		ROD, STAFF	
DEX REACTION MISSILE ADJ	DEFENSE ADJ			or WAND BREATH	$\uparrow$
CON HIT POINT SYSTEM SHOCK	RESURRECT SURVIVAL	WEIGHT LOADED ALLOW ½ MOVE	MAX PRESS	- WEAPON SPELLS	$\uparrow$
CHA HENCHMEN BASE	REACTION ADJ	T MAGIC ITEMS NORMA	LLY IN USE		_
	MELINESS	RINGS: LEFT		GHT	
COM REACTION CON MC	DDIFERS	PROTECTIVE DEVICES:			
PER DETECT ADJ		MISC:			
POW ORIG CURRENT MAX		<u> </u>			
COMBAT	<del> </del>	TOTAL COMBAT STATIST		K / RD 2-HAND	ATK
ARMOR CLASS ARMOR TYPE SHIELD TYPE VS##		JSED <u>S/M</u> <u>L</u> <u>AT</u>	TACK BONUSES	<u>SPECIAL</u>	
OTHER AC ADJUSTMENTS	RH LH				
HIT DIE SPECIAL HP ADJUSTMEN	RH				
HIT POINTS WOUNDS:	LH				
	ı	WEAPON		DAM VS S-M VS SIZE	ΈL
MOUNT:	#AT DAMAGE			+	
WEAPON PROFICIENCIES:					
	J GAIN NEXT			+	
WEAPON TRAINING:					
PSP's: Disc: Sci: Dev:_	Def: PS	S Armor Adi: Def Modes:		<u> </u>	
MASTER: DISCIP	PLINES:				
SCHOOL: SCIEN GUILD MEMBERSHIPS: SCIEN	CES PS IC	C MC DEVOTIONS PS	S IC MC DEV	VOTIONS PS IC	<u>MC</u>

SPECIAL ABILITIES:\_\_\_\_\_

	MAGIC ITEMS	NAME
ARRYING CAPACITIES CONTAINER MAX VOL LOAD CONTAINER MAX VOL	LOAD ADJUSTED MOVE	OTAL WEIGHT CARRIED: : MAX LOAD:
	TYPICAL PROVISI	ONS CARRIED
N-WEAPON PROFICIENCES LANGUAGES GENERAL	EXPERIENCE P	OINTS NEXT LEVEL GOAL:
ANGUAGES SLOTS GENERAL SLOTS ABILITY M	OD	XP XP BONUS / PENALTY
	— WEALTH: — COPPER:	GEMS:
	— COPPER. — SILVER:	
	ELECTRUM:	JEWELS:
	— GOLD: — PLATINUM:	MISC:
	PLATINOW.	
		TOTAL VALUE:
DESCRIPTION: CALENDER O	TOTAL WEIGHT:	
DESCRIPTION: CALENDER AGE APPARENT AGE UNNAT	TOTAL WEIGHT:	TOTAL VALUE:
DESCRIPTION:  CALENDER  APPARENT AGE  UNNAT  GENERAL APPEARANCE:	TOTAL WEIGHT:	BIRTHPLACE CLAN
DESCRIPTION:  CALENDER  AGE  APPARENT AGE  UNNAT  GENERAL APPEARANCE:  DISTINGUISHING MARKS:	TOTAL WEIGHT:	BIRTHPLACE CLAN
DESCRIPTION:  CALENDER AGE  APPARENT AGE  APPARENT AGE  UNNAT  GHT  HAIR  DISTINGUISHING MARKS:  MANNERISMS:  RENT'S OCCUPATION	TOTAL WEIGHT:	BIRTHPLACE CLAN
DESCRIPTION:  CALENDER AGE  APPARENT AGE  APPARENT AGE  UNNAT  GHT  HAIR  DISTINGUISHING MARKS:  MANNERISMS:  WEAKNESSES:	TOTAL WEIGHT:  TURAL AGING YEAR OF BIRTH  FEARS:	BIRTHPLACE CLAN
DESCRIPTION:  CALENDER  AGE  APPARENT AGE  APPARENT AGE  UNNATE  APPARENT AGE  APPARENT AGE  UNNATE  APPARENT AGE  APPARENT AGE  UNNATE  APPARENT AGE  APPARENT AGE  UNNATE  APPARENT AGE  UNNATE  APPARENT AGE  APPARENT AGE  UNNATE  APPARENT AGE  APPARENT AGE  APPARENT AGE  UNNATE  APPARENT AGE  APPARENT AGE  UNNATE  APPARENT AGE  APPAR	TOTAL WEIGHT:  FEARS: FOES:	BIRTHPLACE CLAN
DESCRIPTION:  CALENDER  AGE  APPARENT AGE  UNNAT  GENERAL APPEARANCE:  GHT  HAIR  DISTINGUISHING MARKS:  MANNERISMS:  WEAKNESSES:  HATREDS:  DESIRES:  MEATRIOTS/CONTACTS	TOTAL WEIGHT:  FEARS: FOES:	BIRTHPLACE CLAN
DESCRIPTION:  CALENDER  AGE  APPARENT AGE  UNNAT  GENERAL APPEARANCE:  GIGHT  HAIR  DISTINGUISHING MARKS:  MANNERISMS:  WEAKNESSES:  HATREDS:  DESIRES:  MEMPATRIOTS/CONTACTS	TOTAL WEIGHT:  TURAL AGING YEAR OF BIRTH  FEARS: FOES:	BIRTHPLACE CLAN
DESCRIPTION:  CALENDER  AGE  APPARENT AGE  INNAT  GENERAL APPEARANCE:  IGHT  DISTINGUISHING MARKS:  MANNERISMS:  RENT'S OCCUPATION  WEAKNESSES:  HATREDS:  DESIRES:  MPATRIOTS/CONTACTS	TOTAL WEIGHT:  TURAL AGING YEAR OF BIRTH  FEARS: FOES:	BIRTHPLACE CLAN
DESCRIPTION:  CALENDER  AGE  APPARENT AGE  INNAT  GENERAL APPEARANCE:  IGHT  DISTINGUISHING MARKS:  MANNERISMS:  RENT'S OCCUPATION  WEAKNESSES:  HATREDS:  DESIRES:  MPATRIOTS/CONTACTS	TOTAL WEIGHT:  TURAL AGING YEAR OF BIRTH  FEARS: FOES:	BIRTHPLACE CLAN

CARRYING CAPACITIES  CONTAINER MAX VOL. LOAD CONTAINER MAX VOL. LOAD ADJUSTED MOVE: MAX LOAD  TYPICAL PROVISIONS CARRIED  TYPICAL PROVISIONS C	NON-MAGICAL EC	QUIPME	<u>NT_</u>		MAGI	C ITEMS	<u>S</u>		NAME	
DESCRIPTION:   CALENDER   SPENDENCE:   SPE										
DESCRIPTION:   CALENDER   SPENDENCE:   SPE										
CONTAINER   MAX VOL   LOAD   CONTAINER   MAX VOL   LOAD   ADJUSTED MOVE:   MAX LOAD   TYPICAL PROVISIONS CARRIED										
CONTAINER   MAX VOL   LOAD   CONTAINER   MAX VOL   LOAD   ADJUSTED MOVE:   MAX LOAD										
CONTAINER   MAX VOL   LOAD   CONTAINER   MAX VOL   LOAD   ADJUSTED MOVE:   MAX LOAD   TYPICAL PROVISIONS CARRIED										
SPELLS MEMORIZED PER LEVEL   1st		LOAD	CONTAINER	MAX VOL						
MAX SPELLS KNOWN PER LEVEL   1st						TYPICAL PRO	VISIONS CAR	RIED		·····
MASTER: GUILD MEMBERSHIPS: FAMILIAR: NAME TYPE NALIGH S SCHOOL:  SPECIALTY: SPELLBOOKS: SPELLBOOKS: SPECIAL ABILITES:  SOON-WEAPON PROFICIENCES LANGUAGES SLOTS GENERAL SLOTS ABILITY MOD  XP XP BONAUS / PENALTY  WEALTH: COPPER: GEMS: SILVER: JEWELS: ELECTRUM: MISC: PLATINUM:  GOLD: MISC: PLATINUM:  TOTAL WEIGHT: TOTAL VALUE:  DESCRIPTION: CALENDER AGGE  GENERAL APPEARANCE: DISTINGUISHING MARKS: MANNERSMS: MANNERS DESIRES: DISTINGUISHING MARKS: FOES:  WEAKTES CASS (FREE BACE NOTES)  NAME GASS (FREE BACE NOTES)  RESIDENCE:  RESIDENCE:										
PP   10   AC   MR   INT   MOXE								8th:	9th:	
SPECIAL TY: SPECIAL ABILITIES:  SPECIAL ABILIT	SCHOOL:			.эпгэ						S
SPECIAL ABILITIES:  SEX PERIENCE POINTS NEXT LEVEL GOAL:  WEALTH: COPPER: GEMS: SILVER: SILVER							AC MR	INT	MOVE	
LANGUAGES SLOTS GENERAL SLOTS ABILITY MOD  WEALTH: COPPER: GEMS: SILVER: JEWELS: ELECTRUM: GOLD: MISC: PLATINUM:  TOTAL WEIGHT: TOTAL VALUE:  DESCRIPTION: CALENDER APPARENT AGE UINNATURAL AGING VEAR OF BIRTH BIRTHPLACE CLAN  WEALTH: COPPER: GEMS: SILVER: JEWELS: ELECTRUM: GOLD: MISC: PLATINUM:  TOTAL WEIGHT: TOTAL VALUE:  DESCRIPTION: WEALTH: COPPER: GEMS: SILVER: JEWELS: ELECTRUM: GOLD: MISC: PLATINUM:  TOTAL WEIGHT: TOTAL VALUE:  DESCRIPTION: WEALTH: COPPER: GEMS: SILVER: JEWELS: ELECTRUM: GOLD: MISC: PLATINUM:  TOTAL WEIGHT: TOTAL VALUE:  DISTINGUISHING MARKS: MANNERISMS:  MANNERISMS:  WEALTH: COPPER: GEMS: JEWELS: JEWELS: FORE: JEWELS: FORE: JEWELS: JEWEL RAGE NOTES  NAME CLASS LEVEL RAGE NOTES  RESIDENCE:					<del></del>	SPECIAL ABILITII	ES			
GOLD: MISC: PLATINUM:  TOTAL WEIGHT:TOTAL VALUE:  EX					COP	PER: ER:		GEMS:		JS / PENALIY
DESCRIPTION:  CALENDER AGE  APPARENT AGE  ACLE  APPARENT AGE  AGE  APPARENT AGE  APPARENT AGE  APPARENT AGE  AND  APPARENT AGE					GOL	D:		MISC:		
AGE APPARENT AGE UNNATURAL AGING YEAR OF BIRTH BIRTHPLACE CLAN  GENERAL APPEARANCE:  DISTINGUISHING MARKS:  MANNERISMS:  FAMILY MEMBERS  WEAKNESSES:  FEARS:  HATREDS:  DESIRES:  DESIRES:  OMPATRIOTS/CONTACTS NAME  CLASS LEVEL RACE NOTES  NAME  CLASS LEVEL RACE NOTES  RESIDENCE:					— TOTAL	WEIGHT:_	тс	OTAL VAL	.UE:	<del> </del>
HAIR	SFX EYES	AGE '						IPLACE		CLAN
MANNERISMS:    PARENTS OCCUPATION	HEIGHT HAIR									
WEAKNESSES:	WEIGHT SOCIAL CLASS MAI									
HATREDS:	WE									
NAME	HA					FOES:_				
	OMPATRIOTS/CONTACTS NAME CLASS	LEVEL RACE	NOTES		NAME		CLASS LEVEL	RACE NOTE:	s	
	RESIDENCE: WILL: <i>I</i>									

ARRYING CAPACITIES CONTAINER MAX VOL LOAD	CONTAINER MAX VOL	ENCLIMADAN				
	CONTAINER MAX VOL	ENCLIMADAN				
	CONTAINER MAX VOL	ENCLIMADAN				
	CONTAINER MAX VOL	ENCLIMEDAN				
			ICE TOTAL W			
		TYPICAL	PROVISIONS CAR	RRIED		<del></del>
OLY SYMBOL:	SPELLS ACQUIRED PER LEVEL	1st: 2nd:	3rd: 4th:	5th:	_ 6th: 7th:_	
AIMENT:PHERES:			<u>G UNDEAD</u>	SKELETON	ZOMBIE	SHOUL
ATRIARCH:		SHADOW	WIGHT	GHAST	WRAITH I	MUMMY
PECIAL ABILITIES:		SPECTRE POWER'S	VAMPIRE  S TYPE/PLANE S REACH:			
ON-WEAPON PROFICIENCES	LANGUAGES GENERAL	EXPERIEN	ICE POINT	S NEXT LEV	EL GOAL:	
LANGUAGES SLOTS G	ENERAL SLOTS ABILITY MO				VD	S / PENALTY
		— WEALTH: — COPPER:		GEMS:		
		<ul><li>SILVER:</li><li>ELECTRUM</li></ul>	1:	JEWEL	S:	
		— GOLD: — PLATINUM:		MISC:		
		— TOTAL WEIGI	HT:1	TOTAL VAL	_UE:	<del></del>
DESCRIPTION: CALENDE AGE	( )	URAL AGING YEAR OF BIRTH	BIR	THPLACE	CL	AN
GENERAL HAIR	. APPEARANCE:					
FIGHT SOCIAL CLASS	SMS:					
HATREDS	SSES: S:		ARS: ES:			
RISH DESIRES: MPATRIOTS/CONTACTS JAME CLASS LEVEL	RACE NOTES	NAME	CLASS LEVEL	RACE NOTE	es .	
ESIDENCE:						

NON-MAGICAL EQUIPM	<u>1ENT</u>		MAG	GIC ITEN	<u>//S</u>		NAME	
CARRYING CAPACITIES  CONTAINER MAX VOL LOAD	CONTAINER	MAX VOL	ENCUI	ADJUSTED		MAX I	ED: OAD:	
GUILD:		OPEN FINI LOCKS			HIDE IN SHADOWS	DETECT NOISE	CLIMB REA WALLS LANGU	
SUPERIOR:	BASE BASE							
MISC:	DEX ADJ							$\overline{}$
PSEUDONYMS:	RACE ADJ							$\overline{}$
-	LVL ADJ							$\dashv$
BACK X FINA	L SCORE				$\sim$			$\prec$
LANGUAGES SLOTS GE			- CC - SII - EL - GC	ALTH: DPPER: LVER: ECTRUM: DLD: ATINUM:		GEMS: JEWEL MISC:		ALTY
			– – тот/ –	AL WEIGH	T:	_TOTAL VAI	_UE:	
DESCRIPTION: CALENDER AGE  SEX EYES GENERAL A	·	NT AGE UNNATUR.		EAR OF BIRTH		IRTHPLACE	CLAN	_
WEIGHT COCIAL CLASS	SHING MARKS: MS:							
PARENT'S OCCUPATION								
	SES:							
PARISH DESIRES:_								
COMPATRIOTS/CONTACTS NAME CLASS LEVEL F	RACE NOTES		NAME		CLASS LEV	EL RACE NOTE	ES	
								$\dashv$
								$\dashv$
RESIDENCE:			1		1			
WILL: I do	hereby							

NON-MAGICAL EQUIPMENT		MAGIC ITEMS		NAME		
ARRYING CAPACITIES  CONTAINER MAX VOL LOAD	CONTAINER MAX VOL		JCE TOTAL WEID MOVE:	MAX LOAD:		
SP's: Disc: Sci:_ ASTER:		rmor Adj: Def.Modes: (primary)	:			
CHOOL:UILD MEMBERSHIPS:	SCIENCES PS IC		PS IC MC	<u>DEVOTIONS</u>	PS IC MC	
PECIAL ABILITIES:						
		WEALTH: COPPER: SILVER: ELECTRUM GOLD: PLATINUM:		GEMS: JEWELS: MISC:	XP BONUS / PENALTY	
		TOTAL WEIG	HT:TC	OTAL VALUE:		
DESCRIPTION: CALENDE AGE  X EYES GENERAL	( )	NATURAL AGING YEAR OF BIRTH	BIRTHI	PLACE -	CLAN	
EIGHT HAIR DISTINGU	JISHING MARKS:SMS:					
RENT'S OCCUPATION WEAKNE	SSES:	FE	ARS:			
	S:	FO	ES:			
MPATRIOTS/CONTACTS	RACE NOTES	NAME	CLASS LEVEL	RACE NOTES		