| 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

THAC0

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 |
|---|---|---|---|---|---|---|---|---|---|---|
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## Weapon Proficiencies:

| Proficiecy | Effect | Cost |
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## Traits & Non-Weapon Proficiencies:

| Ability | Score | Effect | Cost |
|---|---|---|---|
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## Racial Abilities

| Ability | Effect | Cost |
|---|---|---|
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## Professional Abilities

| Ability | Effect | Cost |
|---|---|---|
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## † 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 | t | t | d | d* | d* | d* | d* | d* |
| Zombie | 13 | 10 | 7 | 4 | t | t | d | d* | d* | d* | d* |
| Ghoul or 2 HD | 16 | 13 | 10 | 7 | 4 | t | d | d | D* | d* | d* |
| Shadow or 3-4 HD | 19 | 16 | 13 | 10 | 7 | 4 | t | d | d | d* | d* |
| wight or 5 hd | 20 | 19 | 16 | 13 | 10 | 7 | t | t | d | d | d* |
| Ghast | — | 20 | 19 | 16 | 13 | 10 | 4 | t | t | d | d |
| Wraith or 6 hd | — | — | 20 | 19 | 16 | 13 | 7 | 4 | t | t | d |
| mummy or 7 hd | — | — | — | 20 | 19 | 16 | 10 | 7 | 4 | t | t |
| Spectre or 8 hd | — | — | — | — | 20 | 19 | 13 | 10 | 7 | 4 | t |
| 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. |
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# Extraordinary Equipment

| Item | Loc. | wt. | Description |
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# 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. | thac0 | dam./att. | ml. | special |
|---|---|---|---|---|---|---|---|---|---|---|
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# Experience

| Bonus%: | Next level goal: | level limit: | character points: |
|---|---|---|---|
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