

Character Name: _____

Player Name: _____

Creation Date: _____

Fred's World

Experience:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Needed For Next Level

Information

_____ Race
_____ Hit Points
_____ Class
_____ Level
_____ Alignment

_____ Age _____ Height
_____ Handed _____ Weight

Armor Class:



Front / Back

Current Hit Points

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Max . HP

Statistics

_____ Strength
_____ Intelligence
_____ Wisdom
_____ Dexterity
_____ Constitution
_____ Charisma

Likeability _____
Klutz Factor _____
Phur Phactor _____

THAC0

To Hit = THAC0 - Opponent's AC

Abilities / Liabilities

Base Move:

Saving Throws

_____ Verses Death
_____ Verses Petrification
_____ Verses Rods, Staves
and Wands
_____ Verses Breath Weapon
_____ Verses Spells

Strength

_____ "To Hit"

_____ "Damage"

_____ Wht. Allow.

_____ Open Doors

_____ B.B.L.G.

Intelligence

_____ Number of Languages

Languages Spoken

Wisdom

_____ vs. Willpower Magick

Dexterity

_____ Initiative Adjustment

_____ Missile Adjustment

_____ A.C. Adjustment

Constitution

_____ Hit Point Adjustment

System Shock Survival

_____ Ressurrection Survival

 Poison Save

Charisma

 Maximum Henschmen

_____ Loyalty Base

_____ Reaction Adjustment

Non-Weapon Proficiencies

_____ Alertness

_____ Animal Handling

_____ Blind Fighting

_____ Direction Sense

_____ **Endurance**

_____ Firebuilding

_____ Hunting

_____ Military Skill

_____ Riding (Land-Based)

_____ Conspicuous Consumption

NOTES

[illegible]

Strength

_____ "To Hit"

_____ "Damage"

_____ Wht. Allow.

_____ Open Doors

_____ B.B.L.G.

Intelligence

_____ Number of Languages

Languages Spoken

Wisdom

_____ vs. Willpower Magick

Dexterity

_____ Initiative Adjustment

_____ Missile Adjustment

_____ A.C. Adjustment

Constitution

_____ Hit Point Adjustment

System Shock Survival

_____ Ressurrection Survival

 Poison Save

Charisma

 Maximum Henschmen

_____ Loyalty Base

_____ Reaction Adjustment

Non-Weapon Proficiencies

_____ Alertness

Animal Lore

_____ Bow/Fletching

_____ Direction Sense

_____ **Endurance**

Firebuilding

 Fishing

_____ Healing

_____ Hunting

Plant Lore

Rope Work

Running

Tracking

Trapping

_____ Wine

NOTES

[illegible]

Strength

_____ "To Hit"
_____ "Damage"

_____ Wht. Allow.
_____ Open Doors
_____ B.B.L.G.

Intelligence

_____ Number of Languages

Languages Spoken

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Wisdom

_____ vs. Willpower Magick

Dexterity

_____ Initiative Adjustment
_____ Missile Adjustment
_____ A.C. Adjustment

Constitution

_____ Hit Point Adjustment
_____ System Shock Survival
_____ Ressurrection Survival
_____ Poison Save

Charisma

_____ Maximum Henchmen
_____ Loyalty Base
_____ Reaction Adjustment

Non-Weapon Proficiencies

_____ Alertness	_____ Etiquette and Protocol
_____ Animal Lore	_____ FTR WPNS School
_____ Cooking	_____ Magick Recog.
_____ Direction Sense	_____ Plant Lore

Available Spells

CANTRIPS
Blue Light
Chill
Clean
Dry
Flavor
Exterminate
Fire Finger
Gather
Shine
Spice
Stitch
Sweeten
Tie
Warm
Wrap

FIRST LEVEL SPELLS
Alarm
Bumbershoot
Burning Hands
Charm Person
Comprehend Languages
Detect Magick
Enlarge
Erase
Feather Fall
Hold Portal
Light
Magick Missile
Mending
Moo
PRO/Evil MK-I
Read Magick
Reveille
Rock
Shield
Shocking Grasp
Sleep
Spider Climb

SECOND LEVEL SPELLS
Alum
Bush
Continual Light
Condense
Copy
Darkness MK-I
Detect Evil
Detect Invis. MK-I
ESP
Invisibility MK-I
Knock
Levitate
Locate Object
Neatness Counts
Phantasmal Force
Shatter
Sleepytime Comfort
Sou'wester
Stinking Cloud
Strength
Web
Wizard Lock

THIRD LEVEL SPELLS
After You
Clairaudience
Clairvoyance
Dispell Magick MK-I
Exit

Explosive Runes
Fireball MK-I
Fly
Fumigate
Haste
Hold Person
Iceball MK-I
Infravision
Invisibility 10' Rad.
Lightning Bolt MK-I
Miss Me
PRO/Evil 10' Radius
PRO/Normal Missiles
Slow
Teatime
Tentint Tonight
Thingamabob
Tree
Water Breathing

FOURTH LEVEL SPELLS
Charm Monster
Comfort Control
Confusion
Dig
Dimension Door
Fear
Firetrap
Fumble
Hallucinatory Terrain
Minor Globe of
Invulnerability
Polymorph Other
Polymorph Self
Protection from Normal
Weapons Mk. II
Remove Curse
Wall of Fire
Wall of Ice
Wizard Eye

FIFTH LEVEL SPELLS
Animate Dead
Cloudkill
Cone of Cold
Conjure Elemental
Contact Other Plane
Feeblemind
Halt!
Hold Monster
Passwall
Telekinesis
Teleport
Rock to Mud
Value
Wall of Iron or Stone

SIXTH LEVEL SPELLS
Anti Magick Shell
Cataclysm
Control Weather
Death
Disintegration
Enchant
Fear Mk II
Geas
Invisible Stalker
Project Image
Stone to Flesh
Vapor of Death

Strength

 "To Hit"

_____ "Damage"

_____ Wht. Allow.

_____ Open Doors

 B.B.L.G.

Intelligence

_____ Number of Languages

Languages Spoken

Wisdom

_____ vs. Willpower Magick

Dexterity

_____ Initiative Adjustment

_____ Missile Adjustment

_____ A.C. Adjustment

Constitution

_____ Hit Point Adjustment

System Shock Survival

_____ Ressurrection Survival

 Poison Save

Charisma

 Maximum Henschmen

_____ Loyalty Base

_____ Reaction Adjustment

Thieving Skills

Base	Race	Dex. Adj.	Total
------	------	--------------	-------

Base	Race	Adj.
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
13	13	13
14	14	14
15	15	15
16	16	16
17	17	17
18	18	18
19	19	19
20	20	20
21	21	21
22	22	22
23	23	23
24	24	24
25	25	25
26	26	26
27	27	27
28	28	28
29	29	29
30	30	30
31	31	31
32	32	32
33	33	33
34	34	34
35	35	35
36	36	36
37	37	37
38	38	38
39	39	39
40	40	40
41	41	41
42	42	42
43	43	43
44	44	44
45	45	45
46	46	46
47	47	47
48	48	48
49	49	49
50	50	50
51	51	51
52	52	52
53	53	53
54	54	54
55	55	55
56	56	56
57	57	57
58	58	58
59	59	59
60	60	60
61	61	61
62	62	62
63	63	63
64	64	64
65	65	65
66	66	66
67	67	67
68	68	68
69	69	69
70	70	70
71	71	71
72	72	72
73	73	73
74	74	74
75	75	75
76	76	76
77	77	77
78	78	78
79	79	79
80	80	80
81	81	81
82	82	82
83	83	83
84	84	84
85	85	85
86	86	86
87	87	87
88	88	88
89	89	89
90	90	90
91	91	91
92	92	92
93	93	93
94	94	94
95	95	95
96	96	96
97	97	97
98	98	98
99	99	99
100	100	100

NA

NA

NA

Total	100	100	100
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Pick Pockets

Open Locks

Find Traps

Remove Traps

Move Silently

Hide in Shadows

Hear Noise

Climb Walls

Read Languages

NOTES

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Legend

Symbol Explanation

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
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Potions and Scrolls

Type Wht. Loc.

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____

Magick Items

Type Wht. Loc.

_____	_____	_____
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STEEDS

Type Base Move AC HD HP

Equipment _____

Type Base Move AC HD HP

Equipment _____

Type Base Move AC HD HP

Equipment _____

Player Name: _____

Character Name: _____

Encumbrance

Weight Allowance

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Weapons

Type and Damage Wht. Loc.

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____

Money

_____	_____
_____	_____
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Gems and Jewelry

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