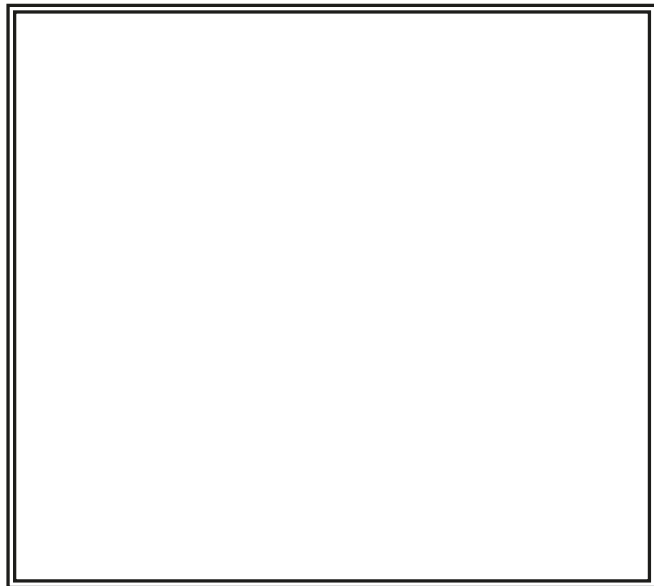






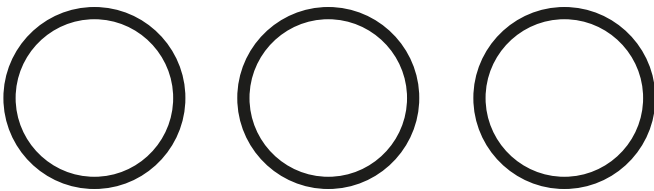


Race: _____ Class: _____ Level: _____
 XP: _____ Alignment: _____ Gender: _____
 Age: _____ Weight: _____ Height: _____
 Eyes: _____ Hair: _____ Wealth: _____



 STR	To-Hit Mod.	Damage Mod.	Open Doors	Carry Mod.
 DEX	Missile Adj.	Armor Class Adj.		
 CON	Hit Point Mod.	Raise Dead Surv.		
 INT	Add. Languages	Max Spell	Underst. Spell	Min/Max Spell
 WIS	Spell Bonus			
 CHA	Max # Hirelings	Retainer Morale		

Hit Points **Armor Class** **Saving Throw**



Class Bonuses and Heritage Abilities

Attack Table	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]

Spells		Thief Skills		Special Abilities
1st	6th	Climb Walls	Move Silently	
2nd	7th	Delicate Tasks	Open Locks	
3rd	8th	Hear Sounds	Read Languages	
4th	9th	Hide in Shadows		
5th				

Turning Undead

SKELETON:	ZOMBIE:	GHOUL:	SHADOW:	WIGHT:	MUMMY:	WRAITH:	SPECTRE:	VAMPIRE:	LICH:
-----------	---------	--------	---------	--------	--------	---------	----------	----------	-------

