

Name \_\_\_\_\_  
 Height \_\_\_\_\_ Class \_\_\_\_\_  
 Weight \_\_\_\_\_ Z. sign \_\_\_\_\_  
 Secondary Skill \_\_\_\_\_

Level \_\_\_\_\_  
 \_\_\_\_\_  
 X.P. Total \_\_\_\_\_  
 \_\_\_\_\_  
 Next level at \_\_\_\_\_  
 \_\_\_\_\_  
 Bonus to X.P. \_\_\_\_\_%

Death or Poison	Wands	Paralysis or Petrification	Breath Attacks	Spells, Rods or Staves

Treasure

Coins	Value	#/1q
hp : halfpenny (iron)	2 hp = 1 p	200
p : penny (copper)	5 p = 1 s	100
tp : two pence (brass)	1 tp = 2 p	50
s : shilling (silver)	1 s = 5 p	20
hq : halfquid (electrum)	1 hq = 10 s	2
q : quid (gold)	1 q = 20 s	
f : fiver (platinum)	1 f = 5 q	1/5
b : bar (gloomium)	1 b = 10 f	1/50

**Strength**  Melee Bonus

**Intelligence**  Additional Languages  Staffing spells

**Wisdom**  Magic Save Bonus  Copy scroll

**Dexterity**  Missile Bonus  AC Bonus

**Constitution**  Hit Points Bonus  Skill Bonus

**Charisma**  NPC Reaction  Initiative Bonus

Max # Retainers

Retainers Loyalty

Class Abilities

Equipment & Magic items

STR mod. to encumbrance

Encumbrance vs MVR  
 ≤ 750 c. : 120' (40')  
 ≤ 950 c. : 90' (30')  
 ≤ 1,150 c. : 60' (20')  
 ≤ 1,600 c. : 30' (10')

Generic version 1.0

Movement Rate

( )  
 exploration encounter

Adjusted Total weight

Armour weight

Weapons weight

Equipment weight

Treasure weight

Armour & defensive items

Languages \_\_\_\_\_ Literacy

Common (Havenspeak), alignment

- Open Doors
- Listen at door
- Find Room Traps
- Find Secret Door

THACO

AC

HP

Weapon	Mod. INIT	Mod. hit/dam	Damage	Weight	Short (+1)	Medium	Long (-1)
_____							
_____							
_____							
_____							