Character _____ Race_____
Class/Kit _____ Level _____ Alignment _____
Place of Origin _____

Ability Scores

STR		Hit Adj		Dmg Adj		Weight Allow		Max Press		Open Doors		Bend Bars		Paralyze/ Poison Death				
DEX		Surprise Adjust		Missile Attack Adjustment		Defensive Adjustment								Rod Staff or Wand				
CON		Hit Pt Adj		System Shock		Resurrection Survival		Poison Save		Regen				Petrification/ Polymorph				
INT		Added Profs		Spell Level		Learn Spell		Max * Spells		Spell Immun				Breath Wepon				
WIS		Mag Def Adj		Bonus Spells				Spell Failure		Spell Immun				Spell				
CHA		Max # Hench		Loyalty Base		Reaction Adjustment								Spell Resistance				
PER																		
LUC																		

Saving Throws

	Start	+/-	Mod	Total
Paralyze/ Poison Death				
Rod Staff or Wand				
Petrification/ Polymorph				
Breath Wepon				
Spell				
Spell Resistance				

Armor Class	Armor Worn :	Surprised AC		Hit Point Max:	Current:
	_____	Rear AC			
	_____	Shieldless AC			
	_____				

Thac0: **Non-Proficiency Penalty:**

Weapon	# AT	Size	Type	Speed	Hit/Dmg Adj	Damage	Range/Special
					/	/	
					/	/	
					/	/	
					/	/	
					/	/	
					/	/	
					/	/	

Proficiencies

Proficiency	Slot	Chk	Proficiency	Slot	Chk	Proficiency	Slot	Chk

Equipment

Magic Items

Treasure/Money & Other Possessions

Copper		Gems
Silver		
Electrum		
Gold		
Platinum		

Rogue

Martial Arts

Style	#AT	AC	Principal Attack	Hit/Dam Adj	Damage	Weapons

Special Manuvers_____

_____

_____

_____

	Base	Skill	Race	Dex	Kit	Armor	Total
Pick Pockets							%
Open Locks							%
Find/Remove Traps							%
Move Silently							%
Hide in Shadows							%
Detect Noise							%
Climb Walls							%
Read Languages							%
Detect Magic							%
Detect Illusion							%
Bribe							%
Tunneling							%
Escape Bonds							%
Backstab Damage Multiplier							

Scroll Use:_____

Kit Information:_____

_____

_____

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Other Notes: _____

_____

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_____

Cleric

Sphere Access: _____

Pries vs. Undead	Roll
Skeleton or 1HD	
Zombie	
Ghoul or 2 HD	
Shadow or 3-4 HD	
Wight or 5 HD	
Ghast	
Wraith or 6 HD	
Mummy or 7 HD	
Spectre or 8 HD	
Vampire or 9 HD	
Ghost or 10 HD	
Lich or 11+ HD	
Special	

LV	Spells/Level
1	
2	
3	
4	
5	
6	
7	

Kit Information: _____

Other Notes: _____

Mage

Access to Schools: _____

Level	1	2	3	4	5	6	7	8	9
Spells/Level									

Kit Information: _____

Magical Research: _____

Other Notes: _____

Psioniscist

Wisdom PSP Bonus		PSP	Current
Intelligence PSP Bonus			
Constitution PSP Bonus			

Psionic Attack Modes: _____
_____
_____
_____
_____

Psionic Defense Modes: _____
_____
_____
_____
_____

Disciplines: _____
_____

Science/Devotion	PS	Science/Devotion	PS	Science/Devotion	PS	Science/Devotion	PS

Kit Information: _____
_____
_____
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_____

Other Notes: _____
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_____

Channeler

Name:_____ Race:_____ Class:_____

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Weaves Per Day										
Bonus Weaves										

Name	***Affinities***	***Level***	***Frequency***	***Duration***	***Casting Time***	?
Balefire						
Balefire	A,E,F,S,W	9	Lost	Instant	1 action	
Cloud Dancing						
Foretell Weather	A,W	0-3	Common	Instant	1 minute	
Harness the Wind	A,W	0-7	Common	Concentration	1 action	
Lightening	A,F	5-9	Common	Instant	1 full round	
Raise Fog	A,W	2-8	Common	Instant	1 full round	
Warmth	A,F	0-3	Common	Instant	1 action	
Conjunction						
Bond Warder	S	5	Common	Instant	1 minute	
Compulsion	A,E,F,S,W	3-5	Lost	Concentration	1 action	
Pass Bond	S	7	Common	Instant	10 Minutes	
False Trail	A,E,S	0-8	Common	Instant	1 full round	
Sense Shadowspawn	S	0	Common	Instant	1 action	
Trace	S	0-4	Common	Instant	1 action	
Earth Singing						
Earth Delving	E	0-3	Common	Concentration	1 action	
Earthquake	E	7-12	Common	Instant	1 full round	
Grenade	E,F	0-4	Common	Instant	1 full round	
Polish	E	0-2	Common	Instant	1 action	
Riven Earth	E,F	4-6	Common	Instant	1 full round	
Elementalism						
Blade of Fire	A,F	1-5	Common	Concentration	1 action	
Arms of Air	A	0-12	Common	Concentration	1 action	
Create Fire	F	0-6	Common	Concentration	1 action	
Current	S,W	0-7	Common	Concentration	1 action	
Cutting Lines of Fire	A,F	7-9	Lost	Instant	1 action	
Dry	W	1	Common	Instant	1 action	
False Wall	A,E	1-6	Common	Concentration	1 action	
Fiery Sword	A,F,S	2-4	Common	Concentration	1 action	
Fireball	A,F	2-6	Common	Instant	1 action	
Fly	A,S	5	Lost	Concentration	1 action	
Harden Air	A	0-5	Common	Concentration	1 action	
Immolate	F,S	4-7	Common	Instant	1 action	

Name	Affinities	Level	Frequency	Duration	Casting Time	?
Light	A,F	0-3	Common	Concentration	1 action	
Move Water	W	3	Common	Concentration	1 action	
Tool of Air	A	0-4	Common	Concentration	1 action	
Wand of Fire	E,F	1	Common	Concentration	1 action	
Whirlpool	S,W	3-7	Common	Concentration	1 full round	
Healing						
Delve	S	0-3	Common	Instant	1 minute	
Heal	A,S,W	0-8	Common	Instant	Variable	
Heal the Mind	A,S,W	1-4	Common	Instant	1 minute	
Rend	A,S,W	0-4	Rare	Instant	1 action	
Renew	A,S,W	0-4	Common	Variable	1 Full round	
Restore The Power	A,E,,F,S,W	6-12	Lost	Instant	10 minutes	
Sever	S	6	Common	Instant	1 action	
Touch of Death	E,F,S,W	5-8	Lost	Concentration	1 full round	
Illusion						
Disguise	A,F,S	1-4	Common	Concentration	1 full round	
Distant Eye	A,S	3	Lost	Concentration	1 full round	
Eavesdrop	A,S	1	Common	Concentration	1 full round	
Folded Light	A,F	1-4	Common	Concentration	1 action	
Mirror of Mists	A,F,S	0-2	Common	Concentration	1 action	
Voice of Power	A,F	0-1	Common	Concentration	1 action	
Traveling						
Bridge between Worlds	E,S	7-11	Lost	Instant	1 fill round	
Create Gateway	S	4-8	Lost	Instant	1 full round	
Skimming	A,E,S	4-8	Lost	Instant	1 full round	
Use Portal Stone	S	4-7	Rare	Instant	1 full round	
Warding						
Barrier to Sight	A,F,S	1-10	Common	Concentration	1 full round	
Circle of Silence	A,F,W	0-9	Common	Concentration	1 full round	
Dream Shielding	S	1-11	Common	Concentration	1 full round	
Fire Trap	A,F,S	3-5	Rare	Concentration	1 full round	
Master Ward	A,E,F,S,W	4-12	Common	Concentration	1 full round	
Seal	A,F,S	2-4	Common	Concentration	1 full round	
Shield	S	3-7	Common	Concentration	1 action	
Strike of Death	A,F,S	8-12	Common	Instant	1 full round	
Ward against People	A,F,S	2-11	Common	Concentration	1 full round	
Ward against the One Power	A,E,F,S,W	3-12	Common	Concentration	1 full round	
Ward against Shadowspawn	A,F,S	1-10	Common	Concentration	1 full round	
Ward Bore	A,E,F,S,W	4	Lost	Instant	5 minutes	

Character Description

Alignment:_____ Height:_____ Weight:_____
Hair:_____ Eyes: _____ Skin: _____ Nationality:_____
Origin:_____ Age:_____ Sex:_____
Personality:_____

Experience	To Next Level

Notes

Spell Sheet

Memorized

Spell:		School/Sphere:		
Level:	Range:	Components:	Duration:	Casting Time:
Area of Effect:	Saving Throw:	Reversible:	Pages:	
Effect:				

Spell:		School/Sphere:		
Level:	Range:	Components:	Duration:	Casting Time:
Area of Effect:	Saving Throw:	Reversible:	Pages:	
Effect:				

Spell:		School/Sphere:		
Level:	Range:	Components:	Duration:	Casting Time:
Area of Effect:	Saving Throw:	Reversible:	Pages:	
Effect:				

Spell:		School/Sphere:		
Level:	Range:	Components:	Duration:	Casting Time:
Area of Effect:	Saving Throw:	Reversible:	Pages:	
Effect:				

Spell:		School/Sphere:		
Level:	Range:	Components:	Duration:	Casting Time:
Area of Effect:	Saving Throw:	Reversible:	Pages:	
Effect:				

Spell:		School/Sphere:		
Level:	Range:	Components:	Duration:	Casting Time:
Area of Effect:	Saving Throw:	Reversible:	Pages:	
Effect:				

Spell:		School/Sphere:		
Level:	Range:	Components:	Duration:	Casting Time:
Area of Effect:	Saving Throw:	Reversible:	Pages:	
Effect:				

Spell:		School/Sphere:		
Level:	Range:	Components:	Duration:	Casting Time:
Area of Effect:	Saving Throw:	Reversible:	Pages:	
Effect:				