	Roll	Racial	Aging	Final	
S	____	____	____	____	(____%)
I	____	____	____	____	
W	____	____	____	____	
D	____	____	____	____	
C	____	____	____	____	
Ch	____	____	____	____	
Co	____	____	____	____	
P	____	____	____	____	

Weapon Pro #_____

Hit Prob _____
Damage adj _____
Missile adj _____
Weight adj _____
Open doors _____
Bend bars _____%
Social stat _____
Birth order _____of_____

Add Weapon Pro's _____ per _____ levels

Character _____
A.C. _____+/-_____
H.P. _____+/-_____
Age _____+_____
Height _____
Weight _____
Legit(?) _____
Magic Resist_____

Class_____
Level(s) _____
Race _____
Sex _____
Align _____
Deity _____
Symbol _____

THACO_____

Gold pieces _____

Starting # of Spells 1_____ % Chance to Learn Spells _____%
Spell Bonuses from Prime Stat 1____ 2____ 3____ 4____ 5____
Innate ability _____

Armor _____ _____
Shield _____ _____
Weapon _____ _____
Weapon _____ _____
Weapon _____ _____
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1_____	11_____	21_____	31_____
2_____	12_____	22_____	32_____
3_____	13_____	23_____	33_____
4_____	14_____	24_____	34_____
5_____	15_____	25_____	35_____
6_____	16_____	26_____	36_____
7_____	17_____	27_____	37_____
8_____	18_____	28_____	38_____
9_____	19_____	29 Read Magic	39_____
10_____	20_____	30_____	40_____

Starting Spells

Offensive	Defensive	Miscellaneous
_____	_____	_____

	Pick Pock	Open Lock	Find Trap	Move Silent	Hide Shadow	Hear Noise	Climb Walls	Read Lang
Base	_____	_____	_____	_____	_____	_____	_____	_____
Racial	_____	_____	_____	_____	_____	_____	_____	_____
Dex	_____	_____	_____	_____	_____	_____	_____	_____
Armor	_____	_____	_____	_____	_____	_____	_____	_____
Total	_____	_____	_____	_____	_____	_____	_____	_____

Saving Throws

Paralyze Poison Death	Petrify Polymorph	Rod Staff, Wand	Breath	Spell
_____	_____	_____	_____	_____

Non-Weapon pro#_____ Additional non-weapon pro's _____ per _____ levels

_____
_____
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