

# THE ULTIMATE PLAYER CHARACTER SHEET

NAME	
NICKNAME	
CLASS (ES)	LEVEL (S)
RACE	SEX
ALIGNMENT	
DEITY	

REAL AGE	MAX AGE
HEIGHT	
WEIGHT	
HAIR	
EYES	
SKIN	

RACIAL ABILITIES	
INFRAVISION	
SLEEP/CHARM RESISTANCE	%
DETECT GRADE/SLOPE	
DETECT TUNNEL/PASSAGE	
SLIDING/SHIFTING WALLS/ROOMS	
STONEMWORK TRAPS/PITS	
APPROX DEPTH	
UNSAFE WALLS/CEILINGS	
APPROX DIRECTION	
SPELLS/DEVICE POISON RESIST	

THACO

ATTACKS

MOVEMENT/ ENCUMBRANCE
BASE RATE
WEIGHT CARRIED
ACTUAL ENCUMB
ACTUAL MVMT.
JOG (X2)
RUN (X3)
RUN (X4)
RUN (X5)

STRENGTH	<input style="width: 30px; height: 20px;" type="text"/>	TO HIT	WEIGHT ALLOW	OPEN DOORS					
		TO DMG			MAX PRESS	BEND BARS %			
INTELLIGENCE	<input style="width: 30px; height: 20px;" type="text"/>	# OF LANG	LEARN SPELL	SPELL IMMUNITY					
		SPELL LEVEL	MAX SPELLS PER LEVEL						
WISDOM	<input style="width: 30px; height: 20px;" type="text"/>	MGC ATT	1ST	2ND	3RD	4TH	5TH	6TH	7TH
		SPELL FAIL							
DEXTERITY	<input style="width: 30px; height: 20px;" type="text"/>	REACTION ADJ	DEFENSIVE ADJ	MISSILE ATTACK					
CONSTITUTION	<input style="width: 30px; height: 20px;" type="text"/>	HIT PT ADJ	SYSTEM SHOCK %	REGENERATION					
		POISON SAVE	RESURRECT SURVIVAL %						
CHARISM	<input style="width: 30px; height: 20px;" type="text"/>	MAX # HENCHMEN	LOYALTY BASE	REACTION ADJ					

THIEVING ABILITIES	
PICK POCKETS	%
OPEN LOCKS	%
FIND/REMOVE TRAPS	%
MOVE SILENTLY	%
HIDE IN SHADOWS	%
DETECT NOISE	%
CLIMB WALLS	%
READ LANGUAGES	%

SECRET DOORS
CONCEALED DOORS

PARALYZE DEATH

POISON

RODS STAVES WANDS

PETRIFY POLYMRPH

BREATH

SPELL

<b>AC</b> ARMOR CLASS	FRONT/FLANK	REAR	SURPRIZED (NO DEX)	HEAD	ARMOR			
					SHIELD	ATT/RD	HELM	SIGHT/HEAR

<b>HP</b> HIT POINTS		

SPD	SIZE	WEAPON	MGC	S/M	L	MISCELLANEOUS	LOCATION

SPD	SIZE	WEAPON	MGC	ROF	S	M	L	S/M	L	MISC.	LOCATION

**CHARACTER SKETCH**