THE ULTIMATE PLAYER CHARACTER SHEET

NAME

REAL AGE | MAX AGE

NICKNAME | HEIGHT

CLASS (ES) | LEVEL (S) | WEIGHT

RACE | SEX | HAIR

ALIGNMENT | EYES

DEITY | SKIN

STRENGTH		TO HIT / TO DMG	WEIGHT ALLOW / MAX PRESS	OPEN DOORS / BEND BARS %
INTELLIGENCE		# OF LANG / SPELL LEVEL	LEARN SPELL / MAX SPELLS PER LEVEL	SPELL IMMUNITY
WISDOM		MGC ATT / SPELL FAIL	BONUS SPELLS 1ST 2ND 3RD 4TH 5TH 6TH 7TH	
DEXTERITY		REACTION ADJ	DEFENSIVE ADJ	MISSILE ATTACK
CONSTITUTION		HIT PT ADJ / POISON SAVE	SYSTEM SHOCK % / RESURRECT SURVIVAL %	REGENERATION
CHARISM		MAX # HENCHMEN	LOYALTY BASE	REACTION ADJ

RACIAL ABILITIES

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

THIEVING ABILITIES

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

THACO

ATTACKS ___/___

MOVEMENT/ ENCUMBRANCE

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

SECRET DOORS	
CONCEALED DOORS	

PARALYZE DEATH

POISON

RODS STAVES WANDS

PETRIFY POLYMORPH

BREATH

SPELL

AC ARMOR CLASS

FRONT/ FLANK | REAR | SURPRIZED (NO DEX) | HEAD

ARMOR

SHIELD | ATT/RD | HELM | SIGHT/HEAR

HP 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