

Delving Deeper

PLAYER _____

NAME _____

RACE & CLASS _____

ALIGN _____ LEVEL _____ XP _____ XP Adj. _____ %

STR	<input type="radio"/>	Listen _____	HIT POINTS
INT	<input type="radio"/>	Open Door _____	Max. HP _____
WIS	<input type="radio"/>	Find Secret Door _____	Hit Dice _____
DEX	<input type="radio"/>	Find Traps _____	HP Adj. _____
CON	<input type="radio"/>	→ RETAINERS / REACTION ←	Shock _____ %
CHR	<input type="radio"/>	Max. Retainers _____	→ MOVEMENT ←
		Loyalty Adj. _____	Scale Rate _____
		Reaction Adj. _____	Explore - Rate x 20'
			Running - Rate x 40'
			Combat - Rate x 4'

LANGUAGES _____

→ COMBAT ←	→ WEAPONS ←	→ ARMOR ←
Surprise _____	Armor Class _____	
Initiative _____	Type _____	
Missiles _____	Shield <input type="checkbox"/>	
Damage _____	Helmet <input type="checkbox"/>	

→ SAVING THROWS ←

Poison	Wands & Rays	Petrification & Paralysis	Breath Weapons	Spells
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Attack Roll
AC 9 8 7 6 5 4 3 2

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Attack Roll
AC 9 8 7 6 5 4 3 2

HD	1/2	1	2	3	4	5	6	7
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→SPECIAL ABILITIES / NOTES →

→SPELLS / MAGIC ITEMS →

COIN & GEMS
lb. _____
Total Load (lb) _____ Enc. <input type="checkbox"/>
12' <input type="checkbox"/> 9' <input type="checkbox"/> 6' <input type="checkbox"/> 3' <input type="checkbox"/>
→ENCUMBRANCE →

→EQUIPMENT →

HD	1/2	1	2	3	4	5	6	7
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→SPECIAL ABILITIES / NOTES →

→SPELLS / MAGIC ITEMS →

COIN & GEMS
lb. _____
Total Load (lb) _____ Enc. <input type="checkbox"/>
12' <input type="checkbox"/> 9' <input type="checkbox"/> 6' <input type="checkbox"/> 3' <input type="checkbox"/>
→ENCUMBRANCE →

→EQUIPMENT →