| Equipment / | Magic Items  | / Spells an                             | nd Abilities / ' | Treasure / M                                     | iscellany      | *PLAYER INFORMATION BOX* First Name:                        |
|-------------|--------------|---|------------------|--|----------------|---|
| Potion      | Notes        | Doses                                   | Potion           | Notes  | Doses          | IRC Nick:Time Zone:   |
|             |              |   |                  |  |                | Email Address: Telephone Number:( )                         |
|             | +            | +                                       |                  | <del>                                     </del> | +              | Character's Name:   |
|             |              | #                                       |                  |  |                | STR DEX CON INT WIS CHR                                     |
| Maria Itam  | Location/No  | too (lbo)(                              | Magia Itam       | Location/No                                      | 1 (lbs)        | Hit Dice Record://///                                       |
| Magic Hein  | Location/ive | otes (108)                              | Magic nein       | Location/190                                     | tes (10s)      | Character Class: Current Title:                             |
|             |              |   |                  |  | $\overline{+}$ | Experience: Next Level At XP                                |
|             |              |   |                  |  |                | Current Level:  |
|             |              | +                                       |                  |  | +              | Base Move: Encumbrance(lbs): Current Movement Rate:         |
| Item        | Location/No  | otes (lbs)                              | Item             | Location/No                                      | otes (lbs)     | Maximum Hit Points: Character Sketch                        |
|             | <del></del>  |   |                  |  |                | Current Hit Points:   |
|             |              |   |                  |  |                | BASE THAC0:   |
|             |              | $-\!\!\!+\!\!\!\!+\!\!\!\!+\!\!\!\!\!+$ |                  | <del>                                     </del> | $\overline{}$  | Thac0 Next Changes at Level                                 |
|             |              |   |                  |  |                | Quirks/Personality Traits:                                  |
|             |              |   |                  |  |                |   |
|             |              |   |                  |  |                |   |
|             |              |   |                  |  |                | Armor Class: w/o Dex:                                       |
|             |              |   |                  |  |                | w/o Shield: w/o Both:                                       |
|             |              |   |                  |  |                | skin armor shield dex                                       |
|             |              |   |                  |  |                | BASE SAVING THROWS Saves Next Improve At Level              |
|             |              |   |                  |  |                | Possible Bonuses/Penalties To Saving Throws From:           |
|             |              |   | Total Encu       | ımbrance:  | lbs            | Int: Wis: Dex: Con: Ring: Armor: Cloak/Robe: Other .        |
| MP:         |              | iP:                                     | EP: Sl           | P: CP:   | :              | vs. Paralyzation, Poison, or Death Magic: vs. Spell:        |
| Treasure:   |              |   |                  |  |                | vs. Rod, Staff, or Wand:                                    |
|             |              |   |                  |  | <del></del> J  | vs. Pertrification or Polymorph: ( ) vs. Breath Weapon: ( ) |