ADVANCED PLAYER NAME CAMPAIGN Permanent Character Record STEKNIK TEKNIK TEKNIK TEK CHARLES MITTER METERS とゆりまとのかとうとはちょうとのからうとのからうとはなりとうとはっと PLACE OF ORIGIN CHARACTER NAME CLASS: \_ LEVEL: RACE: ALIGNMENT: RELIGION: PATRON DEITY(S): Alignment of: ABILITIES: MOVEMENT: DAM. ADJ. BEND SAVING THROW ADJUSTMENTS: HIT S STRENGTH NORMAL % KNOW SPELL CONDITION -Speed versus Encumbrance-INTELLIGENCE CONDITION MAGICAL ATK. ADJ. % SPELL FAILURE HEAVY (×34)= WISDOM CONDITION REACTION ADJ LOADED (×½)= DEFENSE ADJ. CONDITION DEXTERITY MAXIMUM (×1/4)= \_\_\_\_ RESURRECT SURVIVAL # OF TIMES RESURRECT HIT POINT ADJ. VISION: CONSTITUTION RESISTANCES: REACTION ADJ. CH # MAXIMUM # HENCHMEN LOYALTY BASE CHARISMA PSIONICS: ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODE MAJOR DISCIPLINES MINOR DISCIPLINES DETECTION: LANGUAGES: \_\_ \*COMBAT\* COMBAT ADJUSTMENTS: WEAPONS of PROFICIENCY: NON-PROFICIENCY PENALTY +/-CONDITION CONDITION +/-CONDITION CONDITION DEFENSIVE ADJ.: +1-CONDITION CONDITION SURPRISE DEX. ADJ. DEX. ADJ. / MAGICAL ADJ. WEAPONS MAG. ADJ. SPACE REQUIRED SPEED 9 10 7 6 S-M/L /RANGES WEAPON ADJUSTMENT VS. ARMOR CLASS DAMAGE VS. SIZE HIT POINTS GAINED PER LEVEL: 1 CONST. ADJ. HIT POINTS SCARRING AND MAIMING: INJURY DATE DATE EXPLANATION INJURY EXPLANATION DESCRIPTION: COLOR OF: \_\_\_ BIRTHDAY SEX HEIGHT WEIGHT HAIR EVES GENERAL APPEARANCE: SOCIAL CLASS (IF ANY) STANDING (IF ANY) DISTINGUISHING MARKS:\_ MANNERISMS: THIEVING SKILLS ADJUSTMENTS: MOVE SILENTLY HIDE IN SHADOWS HEAR NOISE CLIMB READ LANGUAGE

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