

SEVEN VOYAGES of ZYLARTHEN Character Record Sheet

Character's Name

Race

Class

Level

Age

Gender





Attack Capability

Character Sketch or Symbol

ABILITIES:

SAVING THROWS:

STRENGTH

Adjustment

INTELLIGENCE

Adjustment

WISDOM

Adjustment

DEXTERITY

Adjustment

CONSTITUTION

Adjustment

CHARISMA

Adjustment

DEATH RAY or POISON

WANDS & POLYMORPH or PARLAYSIS

STONE

DRAGON BREATH

STAVES & SPELLS

ENCUMBRANCE UNITS :
U - L - M - H - SH

BASE MOVE RATE:

LANGUAGES:

SPECIAL SKILLS: Spells, Thief's Abilities, Undead Turning, etc

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EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

TO-HIT ARMOR CLASS (INCL. +)										
WEAPON	CLASS	9	8	7	6	5	4	3	2	VS. LG

MONEY and TREASURE

EXPERIENCE

DP:
GP:
SP:
CP:
IP:
TOTAL VALUE:

GEMS/JEWELS:

BONUS/PENALTY:
Needed for next level: