

BY J. V. WEST

STR

INT

DEX

WIS

CON

CHA

OOPS

CHARACTER SHEET

DEMONIC EDITION

2018

4w



NAME

ALIGN

SEX

AGE

HT.

WT.

HAIR/EYES

RACE

CLASS

LEVEL

XP

BONUS

PORTRAIT/SYMBOL/NOTES

SPECIAL ABILITIES/SPELLS

ARMOR + WEAPONS

STR

DEX

CON

INT

WIS

CHA

Breath

Poison/Death

Paralyze

Wands

Spells

HD

HP

AC

GEMS

COIN





NAME: \_\_\_\_\_

RACE/CLASS: \_\_\_\_\_

LEVEL: \_\_\_\_\_

ALIGN: \_\_\_\_\_

XP

MAG HP

ABILITIES

SAVES

- DEATH RAY
- POISON
- MAGIC WANDS
- PARALYSIS
- TURN TO STONE
- DRAGON BREATH
- RODS, STAVES, or SPELLS

DESCRIPTION

STR	<input type="text"/>
INT	<input type="text"/>
WIS	<input type="text"/>
DEX	<input type="text"/>
CON	<input type="text"/>
CHA	<input type="text"/>

AMMO

EQUIPMENT MAGIC ITEMS SKILLS SPELLS

AC TO HIT

9	<input type="text"/>
8	<input type="text"/>
7	<input type="text"/>
6	<input type="text"/>
5	<input type="text"/>
4	<input type="text"/>
3	<input type="text"/>
2	<input type="text"/>
1	<input type="text"/>
0	<input type="text"/>

GEMS/JEWELS:

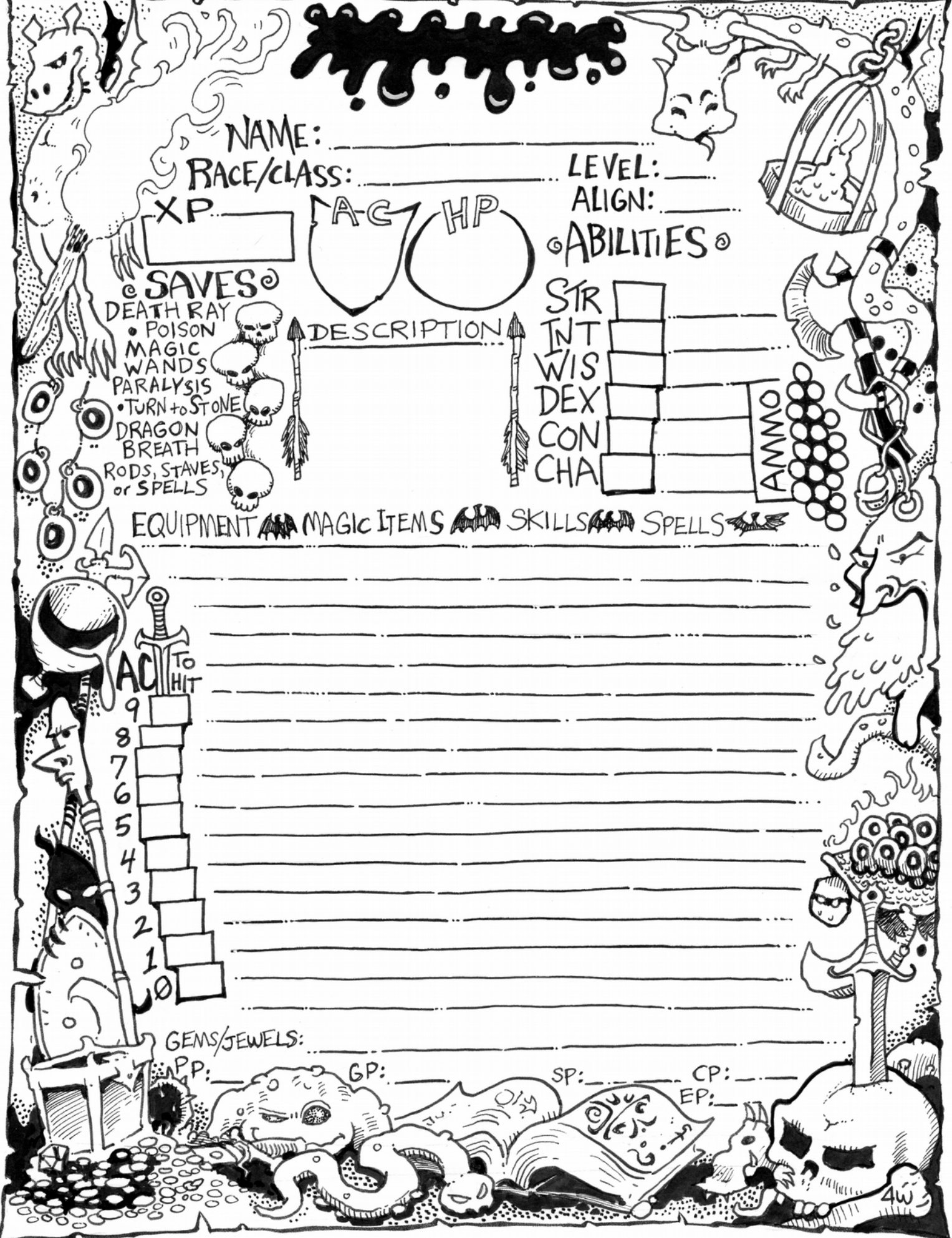
PP: \_\_\_\_\_

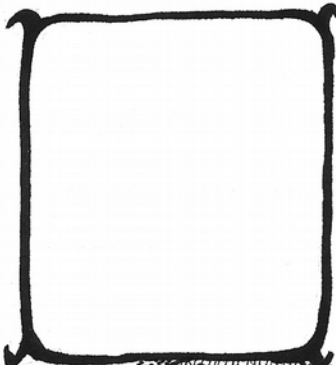
GP: \_\_\_\_\_

SP: \_\_\_\_\_

CP: \_\_\_\_\_

EP: \_\_\_\_\_





NAME: \_\_\_\_\_ LEVEL **ALO**

RACE/CLASS: \_\_\_\_\_

XP: \_\_\_\_\_ BACKGROUND: \_\_\_\_\_

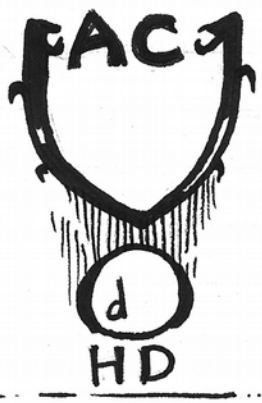
DESCRIPTION/NOTES: \_\_\_\_\_

**SAVES**

- BREATH
- POISON/DEATH
- PARALYZE
- WANDS
- SPELLS

**ABILITIES/MODS**

- STRENGTH
- DEXTERITY
- CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA



**TO HIT/AC**

9	<input type="checkbox"/>
8	<input type="checkbox"/>
7	<input type="checkbox"/>
6	<input type="checkbox"/>
5	<input type="checkbox"/>
4	<input type="checkbox"/>
3	<input type="checkbox"/>
2	<input type="checkbox"/>
1	<input type="checkbox"/>
0	<input type="checkbox"/>

**SKILLS/SPILLS**

**WEAPONS/ARMOR/STUFF**

**COINS/GEMS:**

- PP: \_\_\_\_\_ EP: \_\_\_\_\_
- GP: \_\_\_\_\_ CP: \_\_\_\_\_
- SP: \_\_\_\_\_

**XP NEEDED**



RACE:  
CLASS:  
LEVEL:

NAME

DESCRIPTION/PORTRAIT

XP:

% NEXT:

XP BONUS

MOVE

AC

HP

CURRENT SAVES

Magic Items

POISON+DEATH

WANDS

AMMO

BREATH

SPELLS

GODS

Gear Notes

STR

DEX

CON

INT

WIS

CHA

WEAPONS

WEALTH

GP

PP

SP

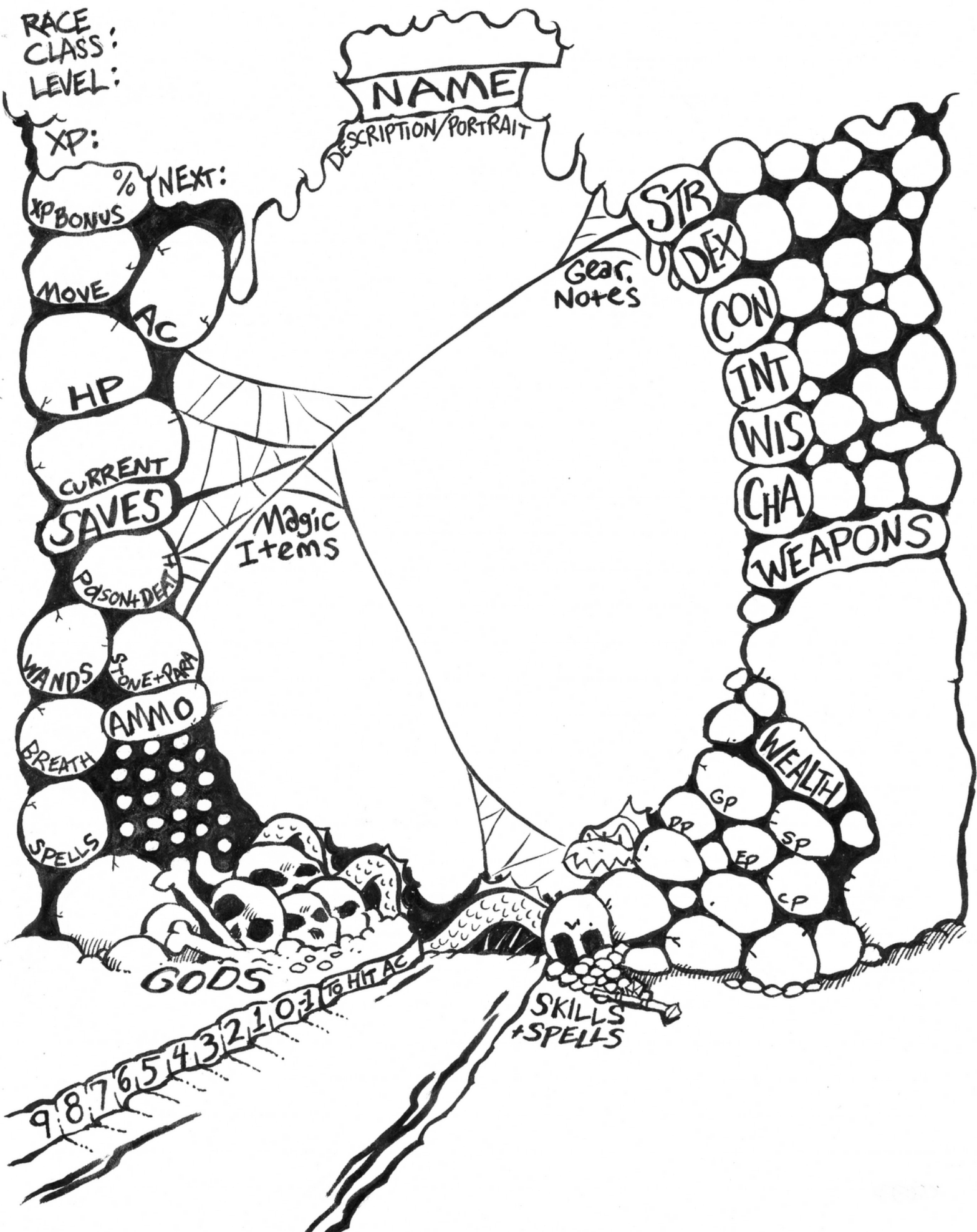
EP

CP

SKILLS + SPELLS

9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

16 HIT AC





Name \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_



Alignment \_\_\_\_\_ XP \_\_\_\_\_

NEXT \_\_\_\_\_

STR

INT

WIS

DEX

CON

CHA



♦ SAVES ♦

POISON/DEATHRAY

MAGIC WAND

TURN TO STONE/PARALYSIS

DRAGON BREATH

SPELLS/STAFF



AC To Hit	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

SPELLS/SPECIAL ABILITIES

EQUIPMENT/MAGIC ITEMS



Weapons \_\_\_\_\_

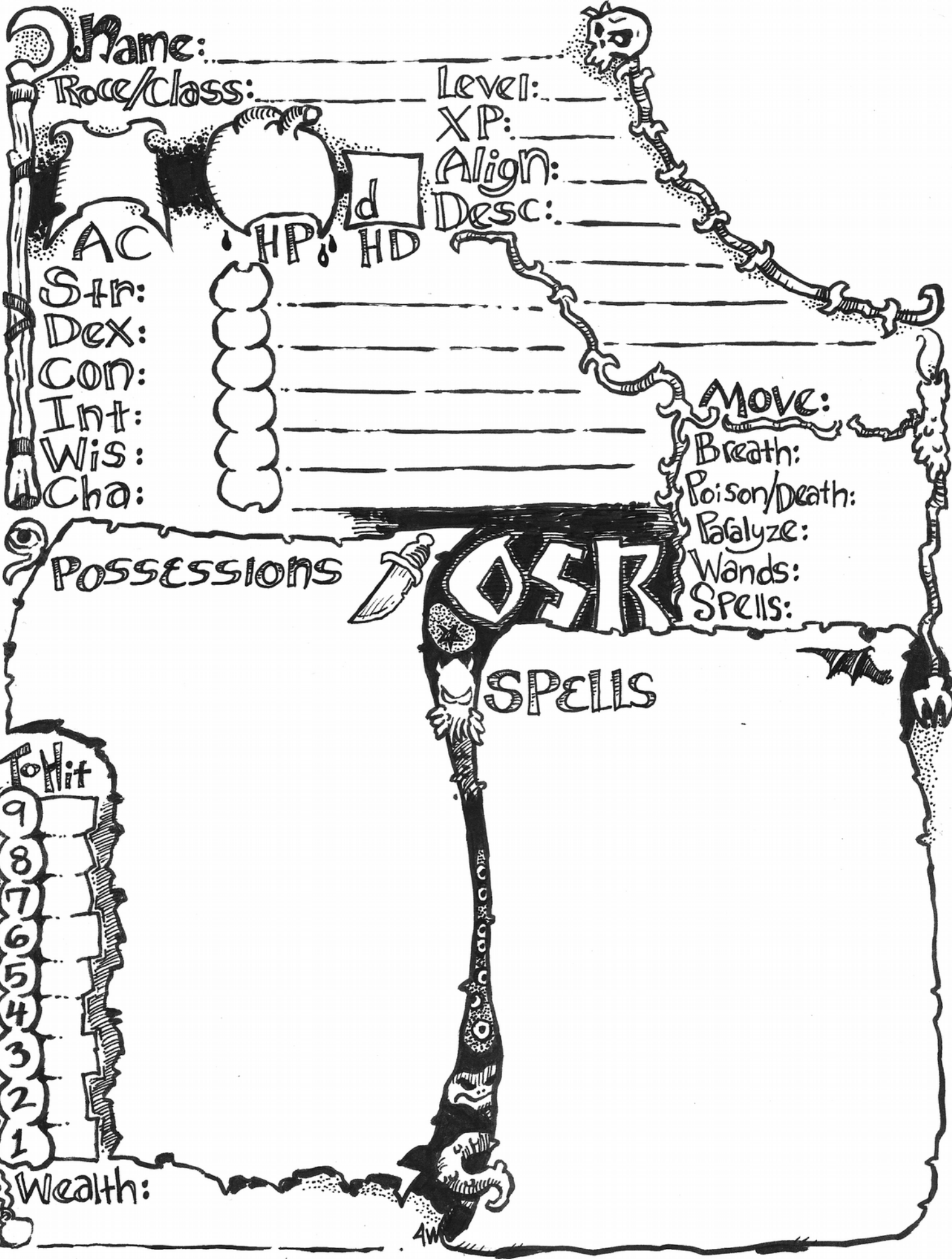
Languages \_\_\_\_\_

WEALTH

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



Name: \_\_\_\_\_

Race/class: \_\_\_\_\_

Level: \_\_\_\_\_

XP: \_\_\_\_\_

Align: \_\_\_\_\_

Desc: \_\_\_\_\_

AC

HP

HD

Str:

Dex:

Con:

Int:

Wis:

Cha:

MOVE:

Breath:

Poison/Death:

Paralyze:

Wands:

Spells:

POSSESSIONS

OSR

SPELLS

To Hit

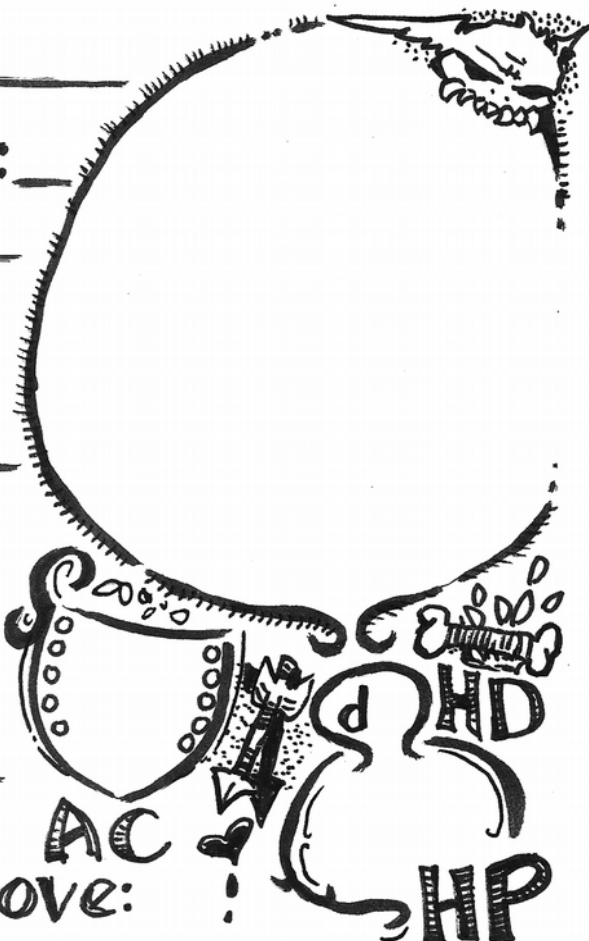
- 9
- 8
- 7
- 6
- 5
- 4
- 3
- 2
- 1

Wealth:



Name: \_\_\_\_\_  
 Race \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_  
 XP: \_\_\_\_\_ Align: \_\_\_\_\_  
 Desc: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

STR  
 DEX  
 CON  
 INT  
 WIS  
 CHA

Weapon

Dmg.

Move: \_\_\_\_\_

Armor

AC

Breath:  
 Poison/Death:  
 Paralyze:  
 Wands:  
 Spells/Devices:


Items

SPECIAL

TO-HIT

9	8	7	6	5	4	3	2	1	0	-1	-2





RACE/CLASS

SPELLS/SKILLS

LEVEL

NAME

XP

BONUS

ALIGN

HD

MOVE

STR

CON

PER

INT

DEX

CURRENT

WIS

CON

TO HIT AC

4 3 2 1 0

CHA

SAVES

GEAR

WEAPONS

ARMOR

WEALTH

Poison  
Death  
+/-

Wands  
+/-

Stone  
+/-

Breath  
+/-

Spells  
+/-

AMMO



MAGIC STUFF

GODS

Dedicated to D.A. Trampier 4w

OSR

NAME STRO

RACE/CLASS CONO

LEVEL INTO

ALIGNMENT WISO

CHAO

XP BONUS + %

ARMOR CLASS • XP • HIT POINTS

SAVES	GEAR	TO HIT	AC	SKIN	HAIR	EYES	PERSONALITY	AMMO	Magic Items	ARMOR/Shield
POISON <input type="checkbox"/>			9							
DEATH <input type="checkbox"/>			8							
WAND <input type="checkbox"/>			7							
STONE <input type="checkbox"/>			6							
PARA <input type="checkbox"/>			5							
BREATH <input type="checkbox"/>			4							
WPN <input type="checkbox"/>			3							
SPELLS <input type="checkbox"/>			2							
S+VES <input type="checkbox"/>			1							
WEALTH			0							

MOVE

CURR HP

GODS

WPN. MOD, DMG, RNG, MGC.

AMMO

Magic Items

ARMOR/Shield

AW

J.V. WEST



Name: \_\_\_\_\_

Class: \_\_\_\_\_ Align: \_\_\_\_\_

XP: \_\_\_\_\_ Level: \_\_\_\_\_

Desc: \_\_\_\_\_

STR	_____
DEX	_____
CON	_____
INT	_____
WIS	_____
CHA	_____



Weapon \_\_\_\_\_ Dmg. \_\_\_\_\_

Armor \_\_\_\_\_ AC \_\_\_\_\_

Items \_\_\_\_\_

Move: \_\_\_\_\_

Save:

Save MODS \_\_\_\_\_

SPECIAL \_\_\_\_\_

TO-HIT

9 8 7 6 5 4 3 2 1 0 -1 -2



RACE/CLASS

SPELLS/SKILLS

LEVEL

NAME

XP

BONUS

%

STR

CON

DEX

INT

WIS

CHA

SAVES

GEAR

WEAPONS

ARMOR

MODS

WEALTH

ATK BONUS

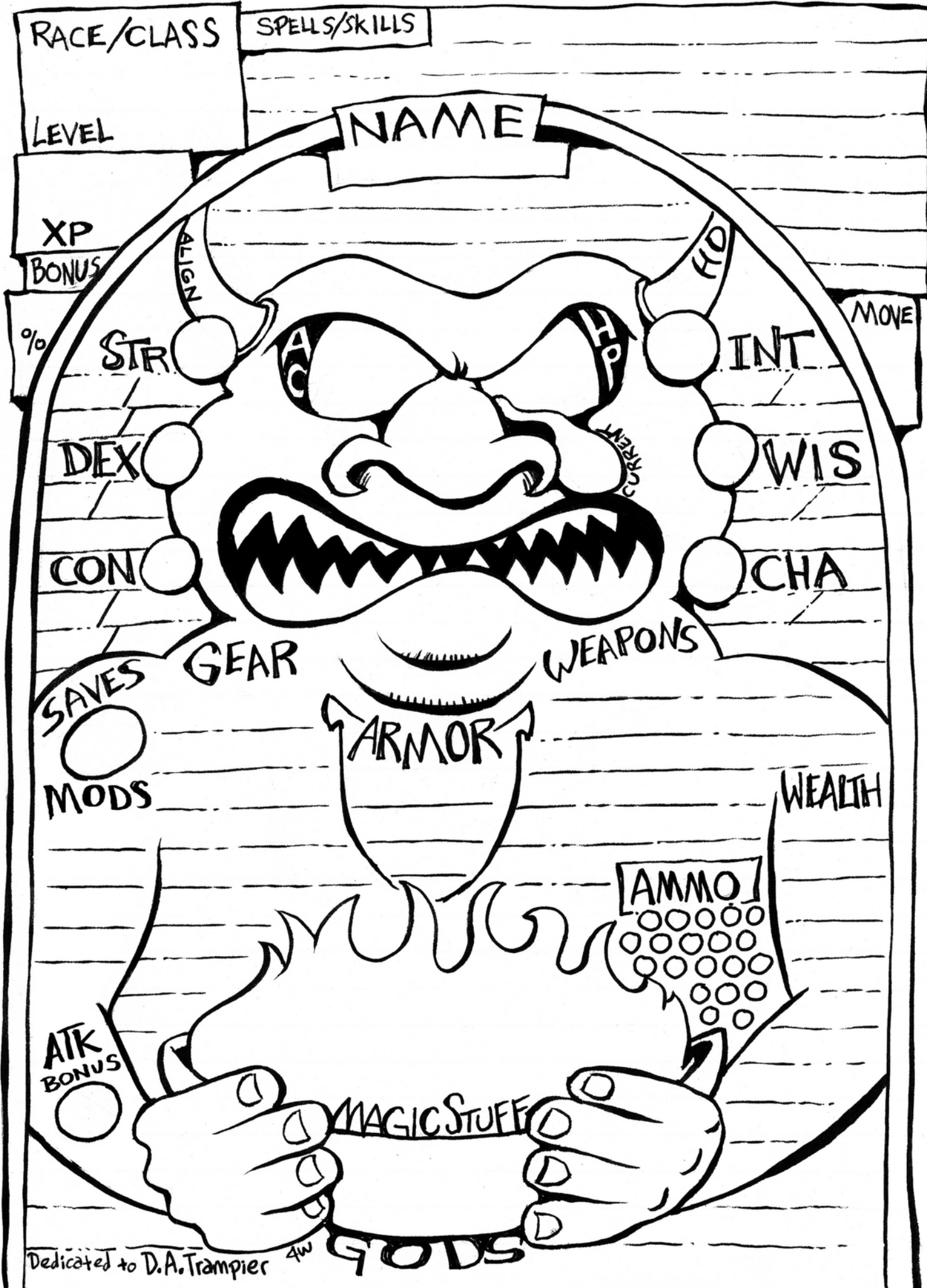
AMMO

MAGIC STUFF

GODS

Dedicated to D.A. Trampier

4w



RACE:  
CLASS:  
LEVEL:

NAME

DESCRIPTION/PORTRAIT

XP:

XP BONUS % NEXT:

MOVE

AC

HP

CURRENT

SAVE

Magic  
Items

SAVE MODS

ATK

AMMO

RANGED

DMG

GODS

Gear,  
Notes

STR

DEX

CON

INT

WIS

CHA

WEAPONS

WEALTH

GP

PP

SP

EP

CP

SKILLS  
+ SPELLS

9

8

7

6

5

4

3

2

1

0

3

16

HIT

AC

NAME

ALIGN

SEX

AGE

HT.

WT.

HAIR/EYES

RACE

CLASS

LEVEL

XP

BONUS

ATK BONUS

PORTRAIT/SYMBOL/NOTES

SPECIAL ABILITIES/SPELLS

ARMOR + WEAPONS

STR  
DEX  
CON  
INT  
WIS  
CHA

SAVE



HD

HP

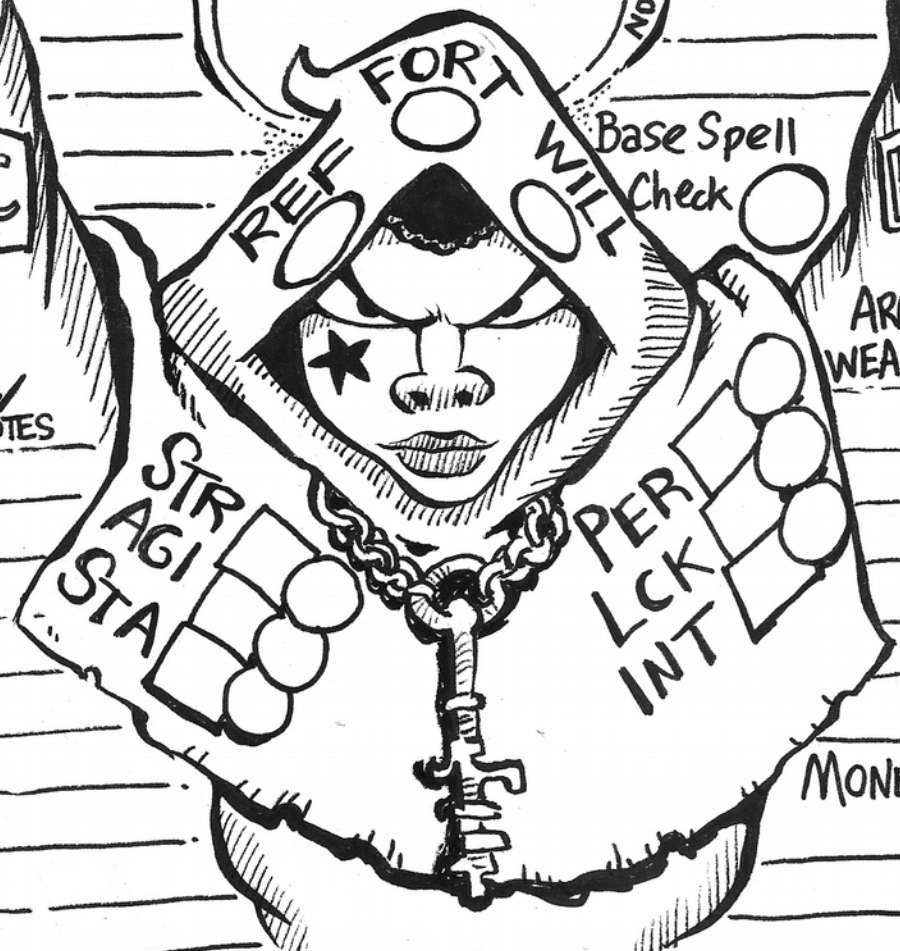
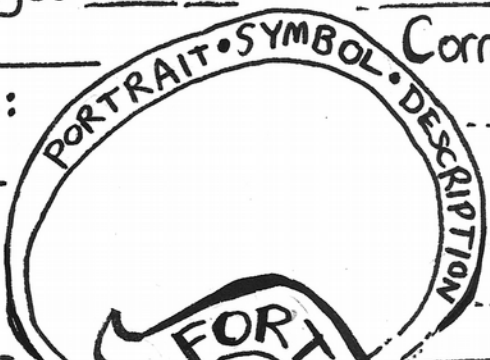
AC

GEMS

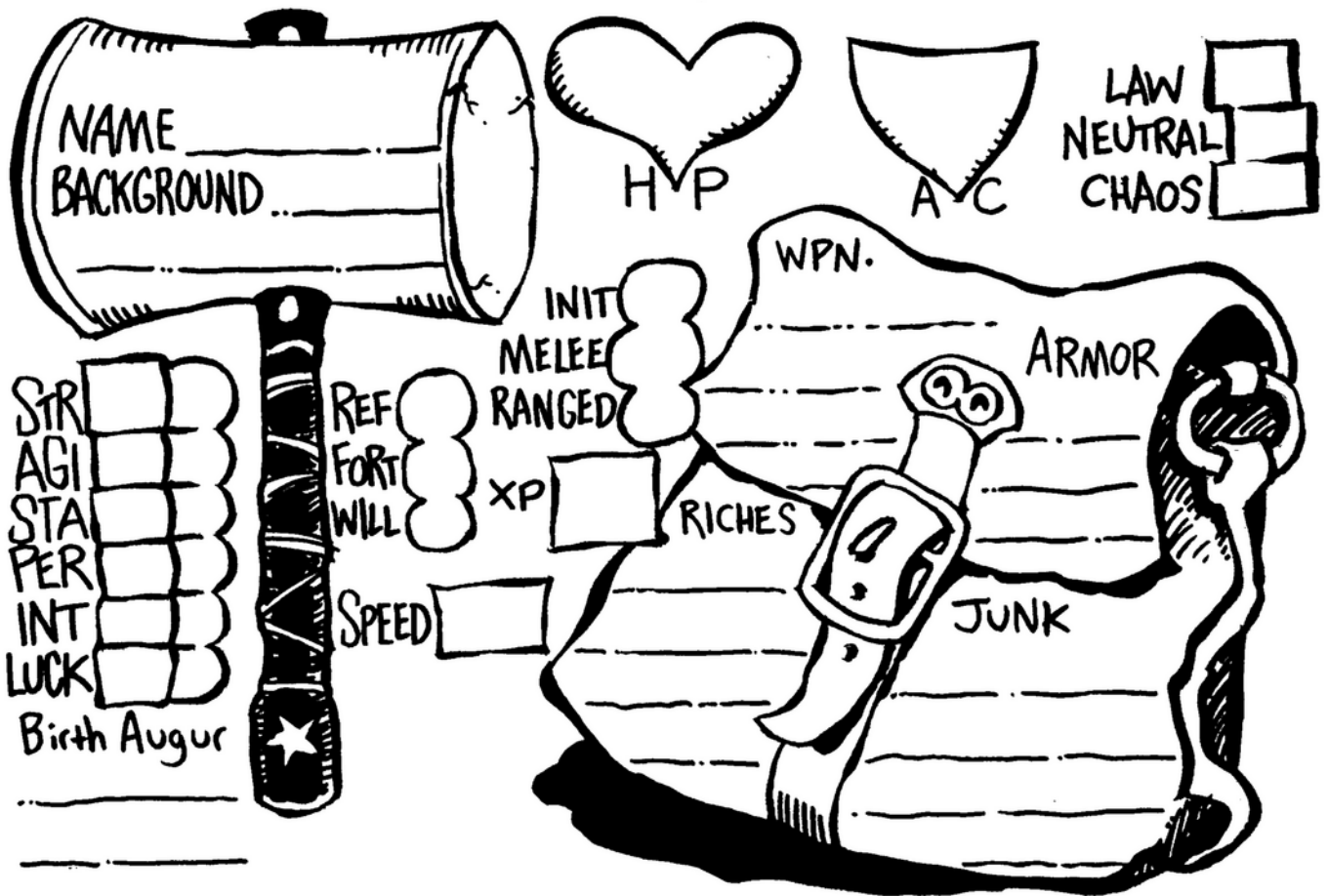
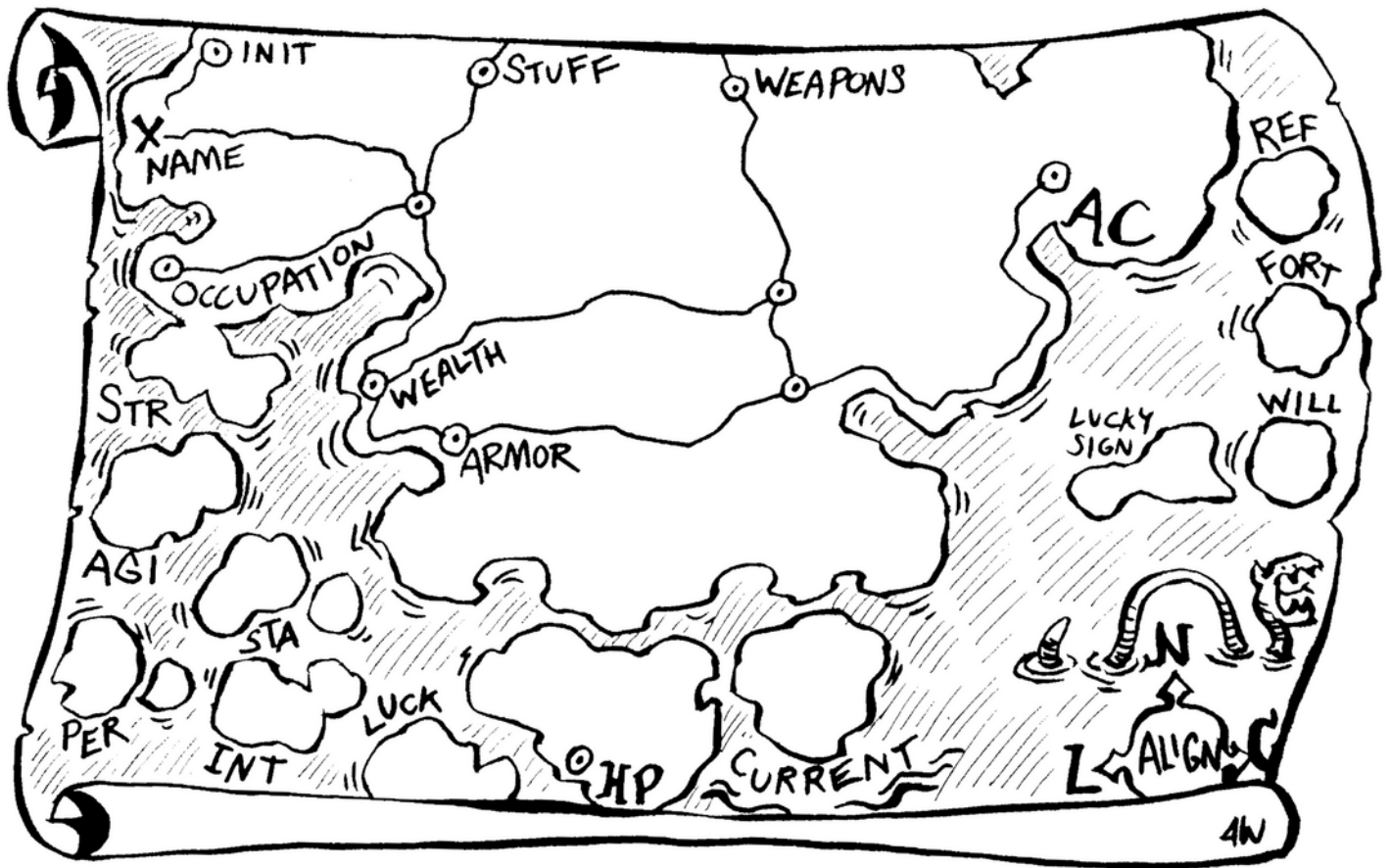
COIN



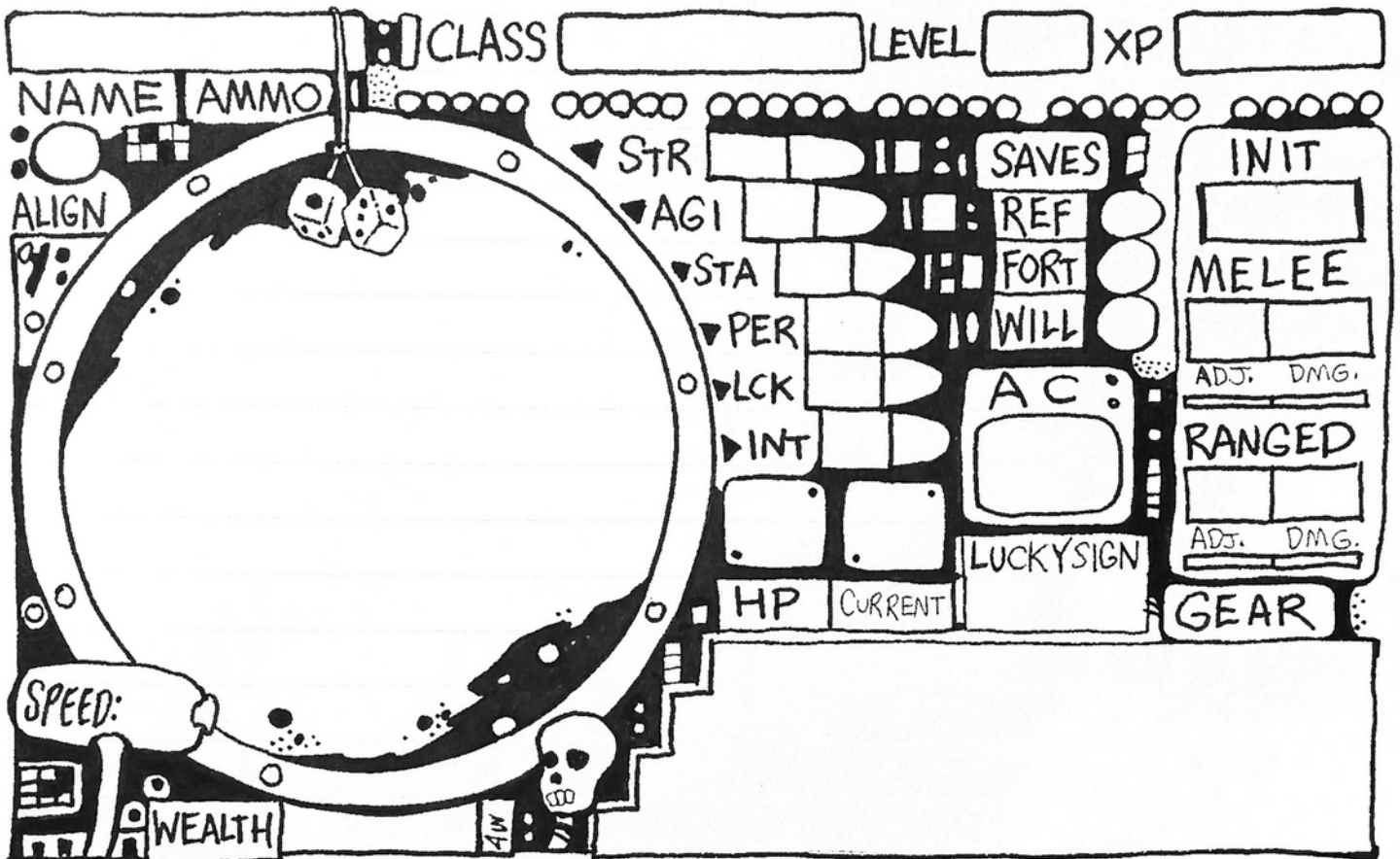
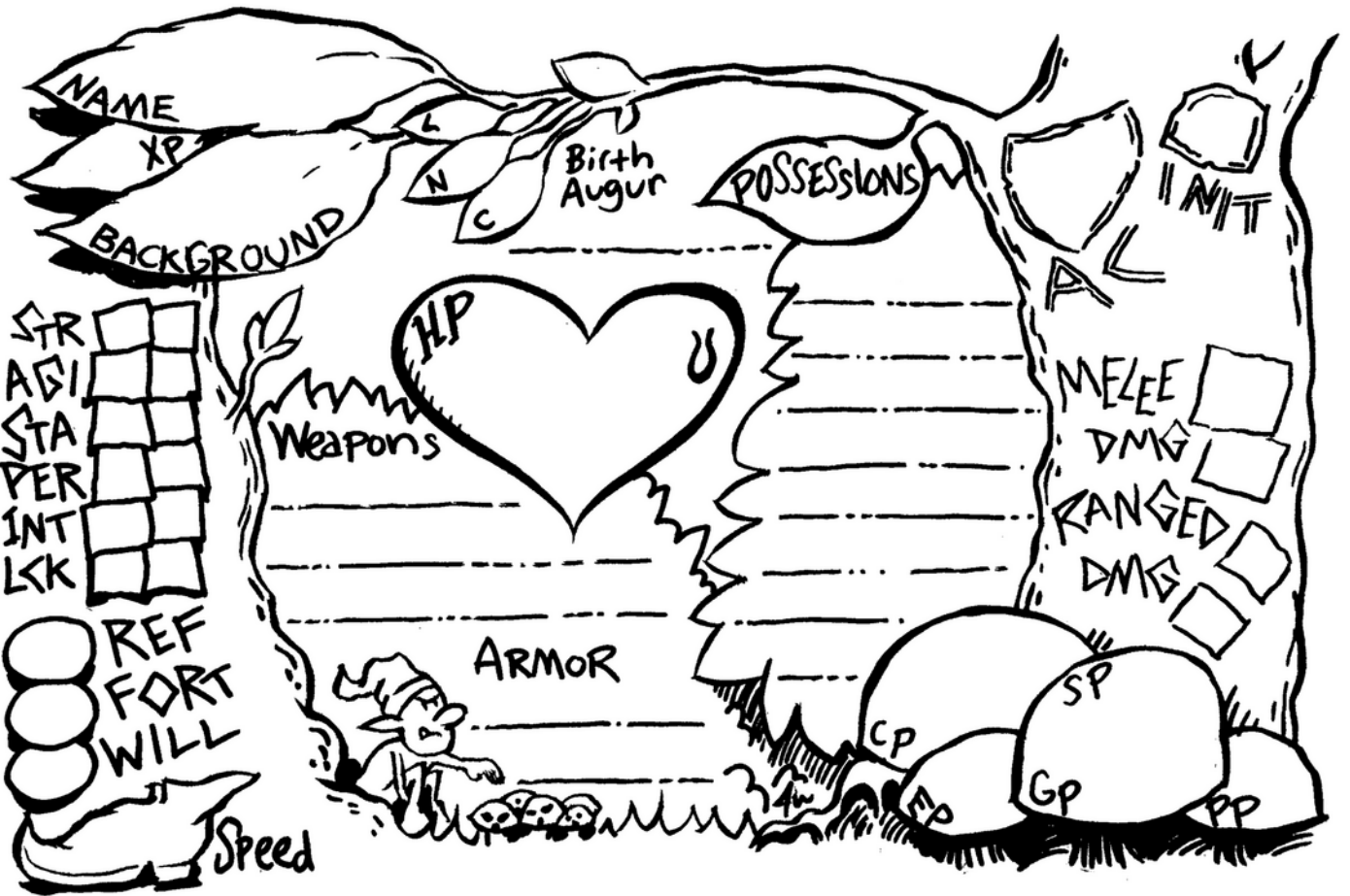
**XP** | Name: \_\_\_\_\_ Class: \_\_\_\_\_ LEVEL  
 Occupation: \_\_\_\_\_ Title: \_\_\_\_\_  
 Alignment: \_\_\_\_\_ Familiar: \_\_\_\_\_  
 Languages: \_\_\_\_\_  
 Patrons: \_\_\_\_\_ Corruption/Notes \_\_\_\_\_  
 Base Spell Check \_\_\_\_\_  
 REF FORT WILL  
 STR AGI STA PER LCK INT  
 MONEY  
 AC HP  
 ARMOR WEAPON  
 MAX  
 Atk Crit Table  
 Birth Auger:  
 Lucky Roll:  
 Stuff:

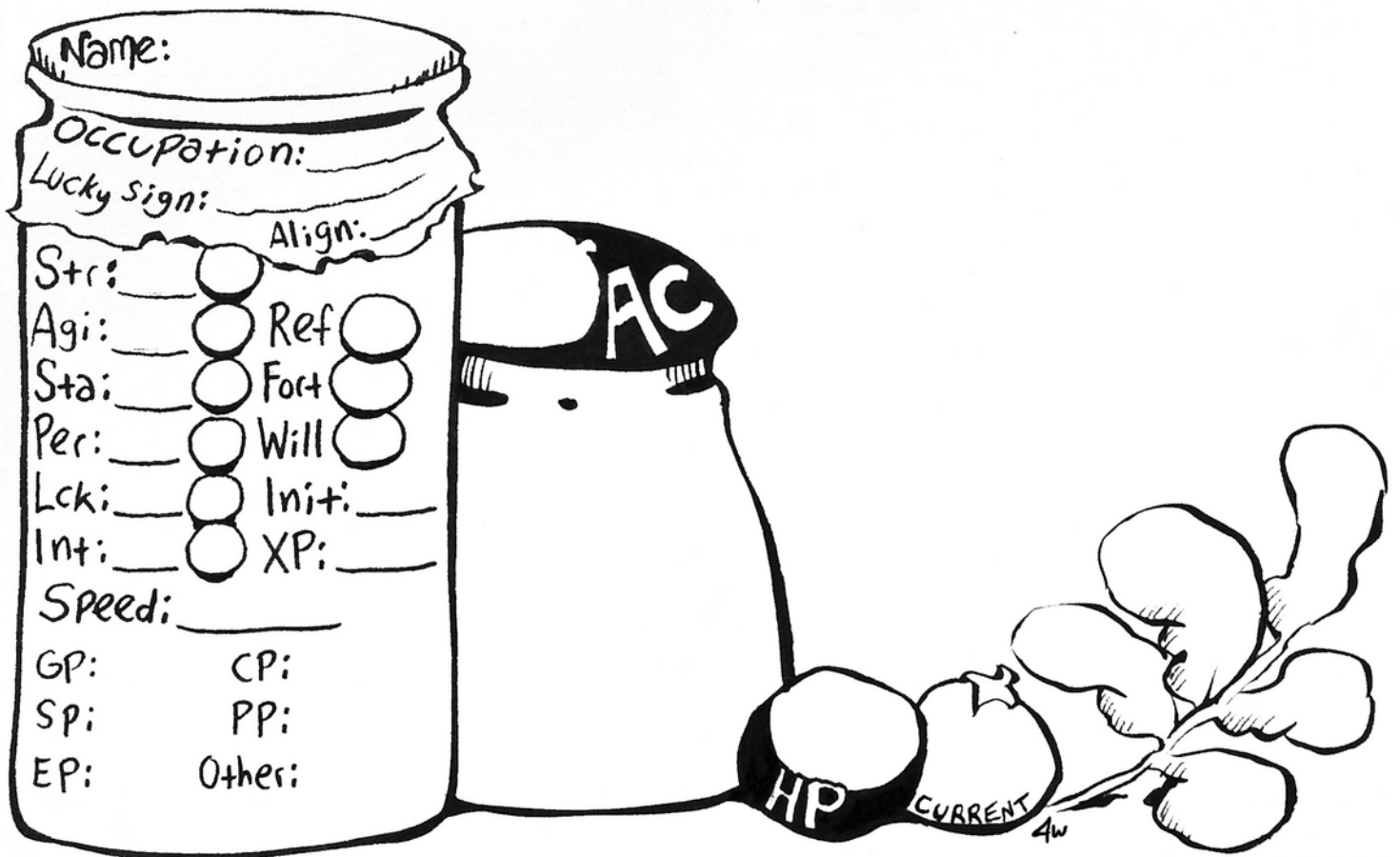
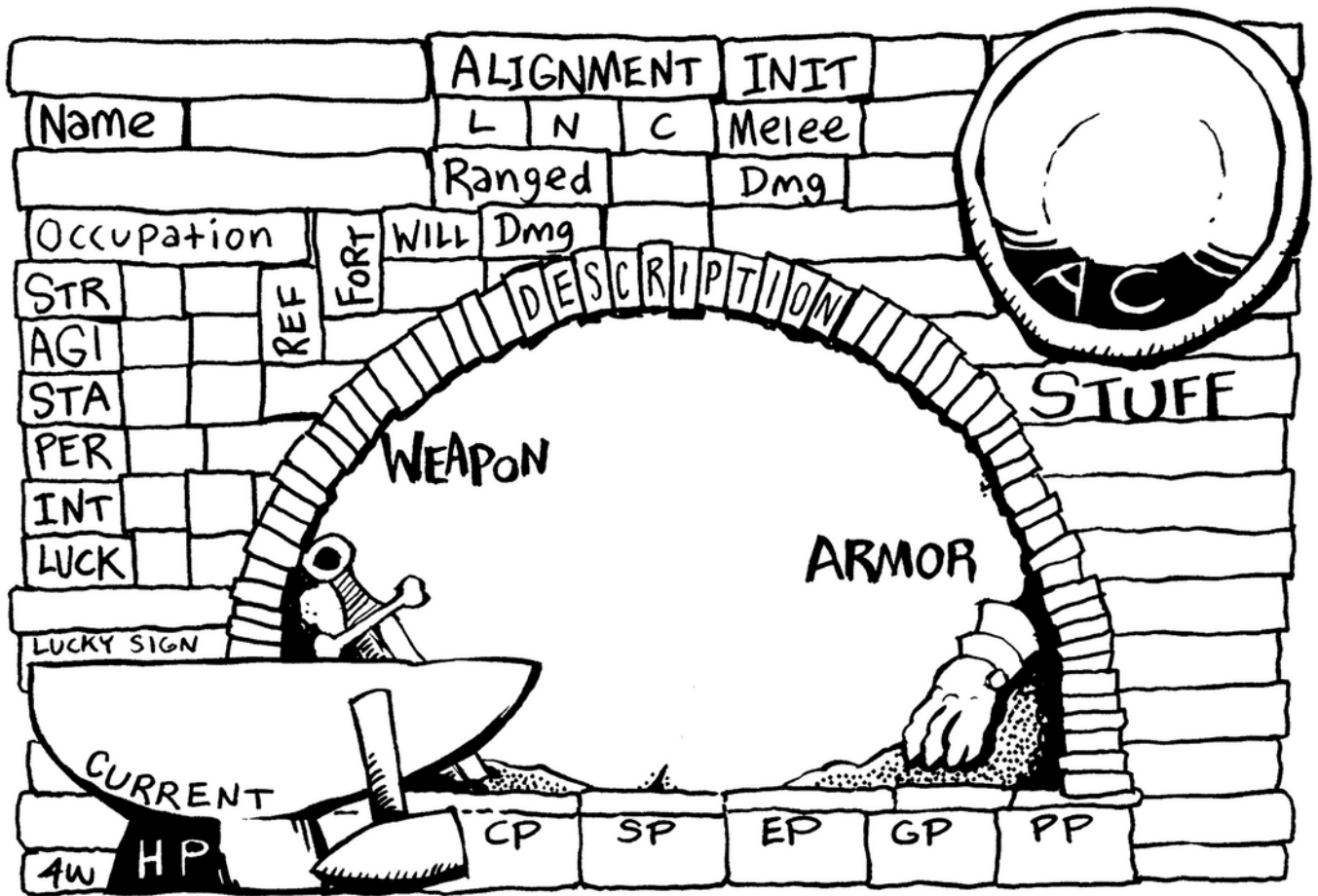


AW

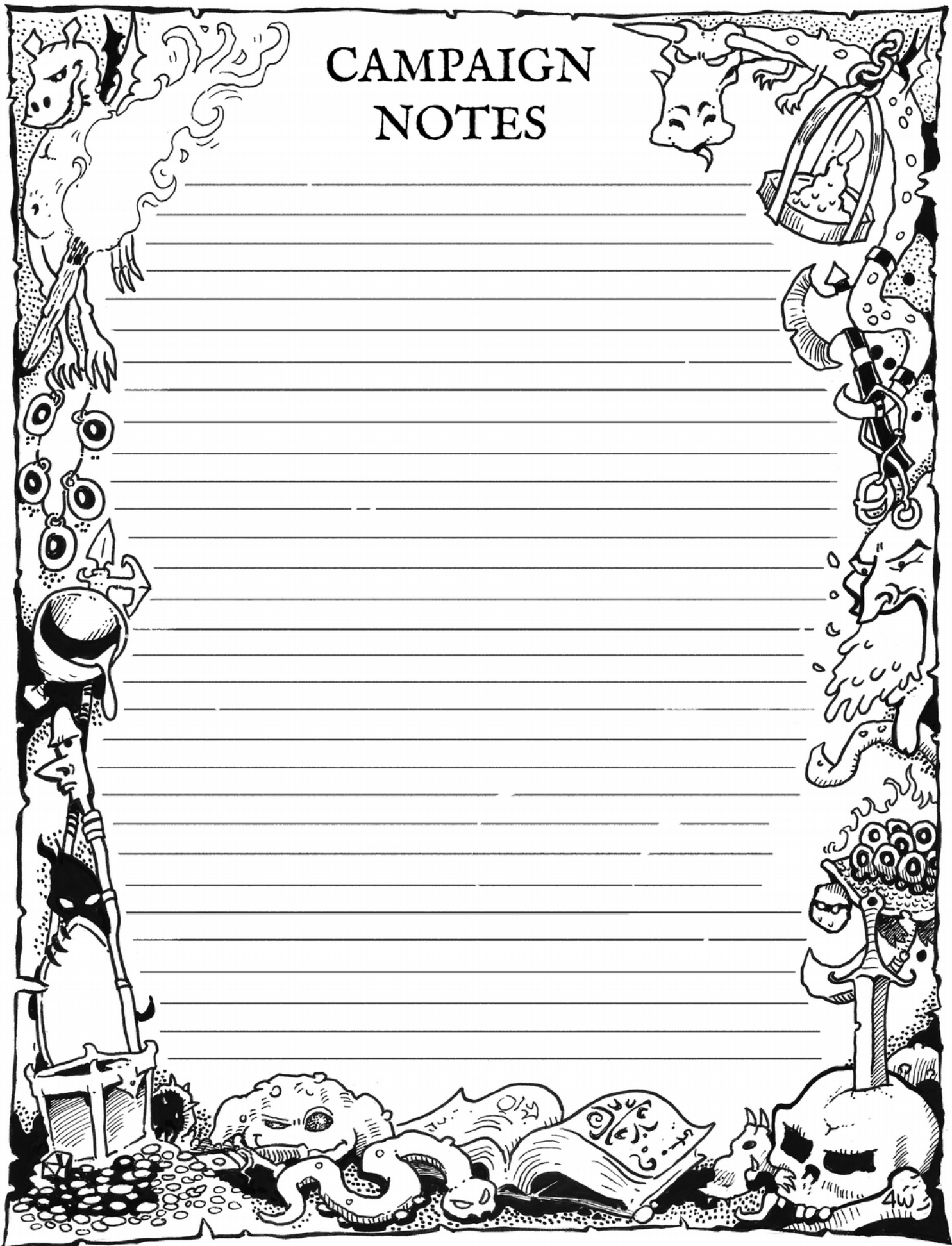








# CAMPAIGN NOTES





Lined writing area with horizontal lines.

