

CHARACTER NAME					
CLASS			RACE		
M	F	AGE	L	N	C
☐	☐		☐	☐	☐

Delving Deeper

PLAYER CHARACTER RECORD

ARMOUR CLASS		
AC	SHIELD ☐ -I AC	HELMET ☐ 5 LB

PLAYER NAME

DAMAGE	DOORS	INIT.	MISSILE
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3 - 18 ABILITY SCORES		
	STRENGTH	☐
	INTELLIGENCE	☐
	WISDOM	☐
	DEXTERITY	☐
	CONSTITUTION	
	CHARISMA	

HIT POINTS		
CON	HD	SHK

MOVEMENT RATE			
☐ I2	☐ 9	☐ 6	☐ 3
TOTAL LOAD (LB)			☐ ENC.

RETAINERS AND ENCOUNTERS		
MAXIMUM	LOYALTY	REACTION

EXPERIENCE POINTS (XP)	
BONUS	LEVEL

ATTACK THROW		TURN UNDEAD	
AC	1 - 20	HD	2 - 12
9		1/2	
8		1	
7		2	
6		3	
5		4	
4		5	
3		6	
2		7	

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SAVING THROW SCORES	
POISON	
WANDS/RAYS	
PARALYSIS/PETRIFICATION	
BREATH WEAPON	
SPELLS	

MONEY AND TREASURE

SPELLS MEMORISED PER LEVEL		
I	II	III
IV	V	VI

OTHER CHARACTER ABILITIES

WEAPONS OF NOTE	LB	HANDS	SHT	MED	LNG
		I II			
		I II			
		I II			
		I II			

RANGE: SHT +2 MED +1 LNG +0

MH 10-2015

BOWS 2 SHOTS/TURN

Cleric Spells Memorised

Level 1

- Cure Light Wounds* (affects: 1 creature, range: touch)
- Detect Evil (affects: self, duration: 6 turns, range: 12)
- Detect Magic (affects: self, duration: 6 turns, range: 12)
- Light* (affects: self, duration: 6 turns +1/level, range: 12)
- Protection from Evil* (affects: self, duration: 12 turns)
- Purify Food and Drink * (duration: per, range: 1)

Level 11

- Bless * (affects: 6 diameter, duration: 6 turns, range: 6)
- Continual Light* (affects: 24 diameter, duration: per, range: 12)
- Find Traps (affects: self, duration: 2 turns, range: 3)
- Hold Person (affects: 1 or 1-4, duration: 9 turns, range 18)
- Remove Disease* (affects: 1 creature, duration: per, range: touch)
- Speak with Animals (affects: self, duration: 6 turns, range: 3)

Level 111

- Circle of Protection from Evil* (affects: 1 radius, duration: 12 turns)
- Cure Serious Wounds (affects: 1 creature, range: touch)
- Enervate Date* (affects: 4-48 undead, duration: 7-12 turns, range: 12)
- Locate Object (affects: self, duration: 2 turns, range: 9 +1/level)
- Remove Curse* (affects: 1 curse, duration: per, range: touch)
- Speak with Dead (affects: self, duration: special, range: 3)

Level 1v

- Control Water (affects: 1 body of water, duration: 12 turns, range: 24)
- Create Food and Drink* (affects: special, range: 1)
- Cure Critical Wounds* (affects: 1 creature, range: touch)
- Hold Monster (affects: 1 or 1-4 creatures, duration: 6 turns +1/level, range: 12)
- Neutralise Poison (affects: 1 or 1-4 creatures, duration: per, range: 1)
- Speak with Plants (affects: self, duration: 6 turns, range: 3)

Level v

- Commune (affects: self, duration: special)
- Dispel Evil* (affects: 1 enchantment, duration: per, range: 3)
- Insect Plague (affects 40 diameter, duration: 1 day, range: 48)
- Quest (affects, 1 subject, duration: special, range: 3)
- Raise Dead* (affects: 1 person, duration: per, range: touch)
- True Seeing (affects: self, duration: 11-16 turns)

Magic-User Spells Memorised

Level I

- Alter Self
- Charm Person
- Colour Spray
- Comprehend Languages
- Detect Magic
- Fog Wall
- Gazeback
- Hold Portal
- Light
- Protection from Evil
- Read Magic
- Sleep

Level II

- Continuous Light
- Darkvision
- Detect Invisibility
- Invisibility
- Knock
- Levitate
- Locate Object
- Phantasm
- Protection from Missiles
- Sixth Sense
- Web
- Witch Lock

Level III

- Circle of Invisibility
- Circle of Protection from Evil
- Clairvoyance
- Dispel Magic
- Fireball
- Fly
- Haste
- Hold Person
- Lightning Bolt
- Plant Growth
- Slow
- Water Breathing

Level IV

- Animal Growth
- Animate Dead
- Charm Monster
- Confusion
- Dimension Door
- Fear
- Hallucinatory Terrain
- Polymorph
- Remove Curse
- Wall of Fire
- Wall of Ice
- Witch Eye

Level V

- Baleful Polymorph
- Cloudkill
- Contact Other Plane
- Feeblemind
- Hold Monster
- Invoke Elemental
- Magic Jar
- Passwall
- Telekinesis
- Teleport
- Transmute Rock to Mud
- Wall of Stone

Level VI

- Anti-Magic Shield
- Control Water
- Control Weather
- Disintegrate
- Geas
- Invoke Stalker
- Move Earth
- Project Image
- Reincarnation
- Slaying Spell
- Stone to Flesh
- Wall of Iron