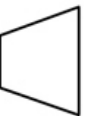


NAME: _____ ALIGNMENT: _____

CLASS: _____ LEVEL: _____

STR To hit / Damage / Open doors



INT Number of languages

HP WOUNDS AC

WIS magic based saving throws

Poison:

DEX Ranged / Armor class / Initiative

Magic Wand:

CON Hit point bonus

Paralysis:

CHA Reaction / # Retainers / Retainer Morale

Dragon Breath:
Spells:

AC:	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
TO-HIT:													

Encumbrance	Move	Combat move
400 or Less	120'	40'
401 - 600	90'	30'
601 - 800	60'	20'
801 - 1600	30'	10'

Turning undead:				
Skeleton	Zombie	Ghoul	Wight	
Wrath	Mummy	Spectre	Vampire	

Open Locks : _____

Remove Traps : _____

Pick Pockets : _____

Move Silently: _____

Climb Sheer surface : _____

Hide in Shadows : _____

Hear Noise : _____

EXP : _____

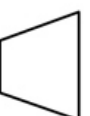
Next level: _____

Prime Bonus _____

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EXP : _____

Next level: _____

Prime Bonus _____

Equipment:

Encumbrance:

Spells:

Lvl: 1

Lvl: 2

Lvl: 3

Lvl: 4

Lvl: 5

Lvl: 6

Lvl: 1

Lvl: 2

Lvl: 3

Lvl: 4

Lvl: 5

Lvl: 6

Equipment:

Encumbrance: