

Combat Sheet

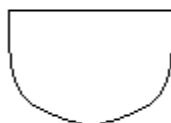
Character's Name: _____ Player's Name: _____

Saving Throws

_____ Death Ray or Poison
 _____ Magic Wands
 _____ Paralysis or Turn to Stone
 _____ Dragon Breath
 _____ Rod, Staff, or Spell

Combat Notes

Armor Class: Hit Dice: Hit Points: Damage:



Wrestling

Wrestle Rating: _____

Damage: _____

Pinned WR: _____

Weapon: _____ Level of Mastery: _____ Damage: _____ Ranges: _____ / _____ / _____ Defense: _____ / _____

☐ one-handed **AC:** 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 **melee:** _____

☐ two-handed **Roll:** _____ **missile:** _____

THAC0

Special Offensive: _____

Special Defensive: _____

Weapon: _____ Level of Mastery: _____ Damage: _____ Ranges: _____ / _____ / _____ Defense: _____ / _____

☐ one-handed **AC:** 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 **melee:** _____

☐ two-handed **Roll:** _____ **missile:** _____

THAC0

Special Offensive: _____

Special Defensive: _____

Weapon: _____ Level of Mastery: _____ Damage: _____ Ranges: _____ / _____ / _____ Defense: _____ / _____

☐ one-handed **AC:** 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 **melee:** _____

☐ two-handed **Roll:** _____ **missile:** _____

THAC0

Special Offensive: _____

Special Defensive: _____

Weapon: _____ Level of Mastery: _____ Damage: _____ Ranges: _____ / _____ / _____ Defense: _____ / _____

☐ one-handed **AC:** 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 **melee:** _____

☐ two-handed **Roll:** _____ **missile:** _____

THAC0

Special Offensive: _____

Special Defensive: _____

Weapon: _____ Level of Mastery: _____ Damage: _____ Ranges: _____ / _____ / _____ Defense: _____ / _____

☐ one-handed **AC:** 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 **melee:** _____

☐ two-handed **Roll:** _____ **missile:** _____

THAC0

Special Offensive: _____

Special Defensive: _____

Other Notes: _____
