Name Ht. Wt. XP

Level Race/Class Age

Languages Alignment

Title Prior Trade

HD d

Max HP

WOUNDS

Portrait / Symbol

STATS ROLL ON OR UNDER

STRENGTH
Melee Attack — Attack & Damage Bonus, Par./Petrify Save Bonus
Physical Might

DEXTERITY
Ranged Attack — Attack Bonus, Breath Weapons & Wands Save Bonus
Agility, Nimbleness

CONSTITUTION
Physical Health & Vigor — Hit Point Bonus, Death/Pois. Save Bonus

INTELLIGENCE
Arcane Casting, Mental Capacity — Additional Languages, Mind Attack Save Bonus

WISDOM
Divine Casting, Insightful of World & Nature — Spells Save Bonus

CHARISMA
Force of Personality. Charm — NPC Reaction Bonus, # Retainers & Loyalty

SAVES ROLL ON OR ABOVE

DEATH / POISON
Heavy hit, instant death/KO situations

WANDS
Magical items with spell-like effects

PARALYSIS / PETRIFY
Mobility hazards & effects

BREATH WEAPONS
Area effect & splash damage

SPELLS
Magic or innate abilities

AC

dac[aac] Armor Class Ratings

7[12]	Leather	6[13]	Scale Mail
5[14]	Chain Mail	4[15]	Banded Mail
3[16]	Plate Mail	0[19]	Full Plate Suit

Shield: -1[+1] AC Bonus

1 Basic
2 Skilled
3 Expert
4 Master
5 Grand Master

D6 Skills: roll on or under

Hear / Recognize noises	in 6
Hunting / Foraging	in 6
Find secret doors	in 6
Find room traps	in 6
	in 6
	in 6
	in 6
	in 6

D100 Skills: roll on or under

	%		%
	%		%
	%		%
	%		%
	%		%

TO-HIT

dac uses Thac0. [aac] uses Attack Bonus.

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

THAC0 OR ATTACK BONUS

Melee Weapon: wpn dmg STR atk,dmg mastery special

Range Weapon: wpn dmg DEX atk range s,m,l mastery special

Inventory: 100 coin weight (cn) = ☑

	Mobility
	120'(40')
	90'(30')
	60'(20')
	30'(10')

PP GP
SP CP

Created from the original unedited version by Runehammer Games. Sword art by The Basic Expert.