

Player Name ___

Class	Level

2	<u> </u>	<u> </u>		<u> </u>	_			A 1: a			Level				
		seri		ter Recor	ra Sne	<u>eet</u>		Ang	nment	11t1e					
Abili	ties	Ad	j.				Sa	ving Th	nrows	Hit	Points				
STR			Melee att	:acks/darr	nage, (Open Doors	;	Death R	ay or Poison						
INT			Language	es, Bonus	Skills	s		Magic W	ands						
WIS			– Saving th	ırow vs. S	Spells			 Paralysis	s or Turn to Ston	Armo	r Class				
DEX						Class		Dragon 1	n Breath						
CON		1 —	– Hit Point					†	ff, or Spell						
CHA			_				Languag	ges known	-		~				
			Reactions –	ana Keta	ainers	3									
Farget's AC	9	8	7 6	5	4	3	2 1	1 0	-1 -2	-3	-4 -5				
To Hit Roll								— THAC0							
			Weap	on Ma	aste	ry		IIIAC0	Spec	ial Abil	ities				
Weapon		Level A	tack Bonus	P Dama		S Damage	Range	Defense							
		P	S												
P=		1 1	<u>Special</u>				1	1							
Weapon		Level At	tack Bonus	P Dama	ige	S Damage	Range	Defense							
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P= Weapon		Level Ai	<u>Special</u> tack Bonus	P Dama	iae	S Damage	Range	Defense	·						
T		P	S		3- 1			1 2 9/2.130	Gen	eral Sk	ille				
P=			Special						Skill		.m.s .bility Bonus				
Weapon			tack Bonus	P Dama	ige	S Damage	Range	Defense							
		P	S	l											
P=		ا با ما	<u>Special</u>		1	G.D.	<u> </u>	l p (-						
Weapon		Level At	tack Bonus	P Dama	ige	S Damage	Range	Defense							
D=		1 [-1	Special	J											
•		Equip				Encumb	rance & M	fovement	<u> </u>						
Armor:		 	morn		1	- Armor Enc.	iance & w	iovemen	_						
						Equipment 1	Enc.								
						Total Enc.			Coinage	Tre	easure				
						- Total Elic.			PP	-					
						Enc. (cn)	Normal Speed	Encounter Speed	GP ED	-					
						0 -	120	40	EP SP						
							90	30	$\frac{SP}{CP}$.					
			-			-	60		Experience F	oints	Bonus/Penalty				
		—————————————————————————————————————	ition				<u>30</u> <u>15</u>	<u>10</u>							
							0	0	To Next Level:						

Thiet Abi	Thief Abilities Cleric					nng		Character Portrait							
Open Locks			Skeleton												
Find Traps			Zombie												
Remove Traps			Ghoul												
Climb Walls			Wight												
Move Silently			Wraith												
Hide in Shadows			Mummy												
Pick Pockets			Spectre												
Hear Noise			Vampire												
Spe	ellc	=== asti	ng			Spells	1	2	3	4	5	6	7	8	9
1	Mem			Mem	5		•	•	Mem		•	•			Mem
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2					6				\vdash						\vdash
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3					7										
3					/										
					8				\vdash						<u> </u>
4															
					9										\vdash
Allies		Enemi	ies		Mag	gic Iter	ns								
Organizations Places		S		Holdings				Description							
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