

Initiative Mod.

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Non-Lethal

Normal

Hard-core

Night-mare

DM Use Only

Date (M/D/YY)

or MM/DD/YY, if applicable

Event Time (HH:MM)

	WHEN USING MELEE WEAPON			WHEN USING MISSILE WEAPON			AC BONUS if monster attacks with a missile	DUNGEON PARTY CARD			Special Abilities							Exit Room	
	To Hit	Damage	AC	To Hit	Damage	AC		FORT	REFX	WILL	Retribution Damage	Cannot Be Surprised	Free Movement	Psychic	Spell Bonuses	Other Notes	Other Notes	Total Treasure	Died In Room #
Barbarian	3/4	3/4 7/8	11	1		11	+	6	2	2		Cannot Be Surprised	Immune to Hold, Slow and similar hindrances					3	
Bard			11/12	1/2		11/12	+	1	5/6	5		Cannot Be Surprised	Immune to Hold, Slow and similar hindrances		Heal + ____ Dmg + ____ % Spell Res ____ 2+ Scroll C U R			3	
Cleric	0/1	0/1	10			10	+	4	1	7		Cannot Be Surprised	Immune to Hold, Slow and similar hindrances		Heal + ____ Dmg + ____ % Spell Res ____ 2+ Scroll C U R			3	
Druid	0/1	0/1	12	2		12	+	6	3	8		Cannot Be Surprised	Immune to Hold, Slow and similar hindrances		Heal + ____ Dmg + ____ % Spell Res ____ 2+ Scroll C U R			3	
Dwarf Fighter	3/4	1/2	11	1		11	+	7	2	1		Cannot Be Surprised	Immune to Hold, Slow and similar hindrances					3	
Elf Wizard			11/12	1/2		11/12	+	2	2/3	4		Cannot Be Surprised	Immune to Hold, Slow and similar hindrances		Dmg + ____ % Spell Res ____ 2+ Scroll C U R			3	
Fighter	4/5	2/3	11	1		11	+	5	2	2		Cannot Be Surprised	Immune to Hold, Slow and similar hindrances					3	
Monk	2/3	2/3	16/17	2		16/17	Immune to non-magical missiles +	6	6	9		Cannot Be Surprised	Immune to Hold, Slow and similar hindrances					3	
Paladin	0/1	0/1	11	1		11	+	7	5	5		Cannot Be Surprised	Immune to Hold, Slow and similar hindrances					3	
Ranger	1	1	13/14	3/4	2/4	13/14	+	5	7/8	2		Cannot Be Surprised	Immune to Hold, Slow and similar hindrances					3	
Rogue			13/14	3/4		13/14	+	1	7/8	1		Cannot Be Surprised	Immune to Hold, Slow and similar hindrances					3	
Wizard			10/11	0/1		10/11	+	2	1/2	4		Cannot Be Surprised	Immune to Hold, Slow and similar hindrances		Dmg + ____ % Spell Res ____ 2+ Scroll C U R			3	