
Base Stats

Base	Score	Bonus
STR		
DEX		
CON		
INT		
WIS		
CHA		

Health

Hit Points	Regeneration Per Room
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Saves

Fortitude	Reflex	Will
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Damage Reduction

Melee	Range	Spell	Fire	Cold	Shock	Sonic	Eldritch	Poison	Darkrift	Sacred
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Character Bonuses

Cannot Be Surprised	Free Movement	Psychic	Psychic Level	Initiative Bonus
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Treasure Enhancements

Min	Max
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Melee

Hit	Damage	AC
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Types:

Range

Hit	Damage	AC	Missile AC
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Types:

Spell

Damage	Heal	Resistance
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Retribution Damage

Damage	Types
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Items List

In Game Notes

For Coach Use Only

WHEN USING MELEE WEAPON			WHEN USING MISSILE WEAPON			AC BONUS if monster attacks with a missile	TGA 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	Min Treasure	Max Treasure
						+								Heal + ____ Dmg + ____ % Spell Res + ____ 2> Scroll C U R			