

Initiative Mod.

0

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	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								3	
Bard			11/12	1/2		11/12	+	1	5/6	5					Heal + ____ Dmg + ____ % Spell Res ____ 2+ Scroll C U R			3	
Cleric	0/1	0/1	10			10	+	4	1	7					Heal + ____ Dmg + ____ % Spell Res ____ 2+ Scroll C U R			3	
Druid	0/1	0/1	12	2		12	+	6	3	8					Heal + ____ Dmg + ____ % Spell Res ____ 2+ Scroll C U R			3	
Dwarf Fighter	3/4	1/2	11	1		11	+	7	2	1								3	
Elf Wizard			11/12	1/2		11/12	+	2	2/3	4					Dmg + ____ % Spell Res ____ 2+ Scroll C U R			3	
Fighter	4/5	2/3	11	1		11	+	5	2	2								3	
Monk	2/3	2/3	16/17	2		16/17	Immune to non-magical missiles +	6	6	9								3	
Paladin	0/1	0/1	11	1		11	+	7	5	5								3	
Ranger	1	1	13/14	3/4	2/4	13/14	+	5	7/8	2								3	
Rogue			13/14	3/4		13/14	+	1	7/8	1								3	
Wizard			10/11	0/1		10/11	+	2	1/2	4					Dmg + ____ % Spell Res ____ 2+ Scroll C U R			3	