

Base Stats

	Base	Score	Bonus
STR			
DEX			
CON			
INT			
WIS			
CHA			

Health

Hit Points	Regeneration Per Room
------------	-----------------------

Saves

Fortitude	Reflex	Will
-----------	--------	------

Damage Reduction

Melee	Range	Spell	Fire	Cold	Shock	Sonic	Eldritch	Poison	Darkrift	Sacred
-------	-------	-------	------	------	-------	-------	----------	--------	----------	--------

Character Bonuses

Cannot Be Surprised	Free Movement	Psychic	Psychic Level	Initiative Bonus	Immune Possession
---------------------	---------------	---------	---------------	------------------	-------------------

Melee

Hit	Damage	AC
-----	--------	----

Types:

Range

Hit	Damage	AC	Missile AC
-----	--------	----	------------

Types:

Spell

Damage	Heal	Resistance
--------	------	------------

Retribution Damage

Damage	Types
--------	-------

Treasure Enhancements

Min	Max
-----	-----

Items List

In Game Notes

WHEN USING MELEE WEAPON			WHEN USING MISSILE WEAPON			AC BONUS if monster attacks with a missile	YAC 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			

For Coach Use Only

.