Dwarf I	Fighter -	- Level													
Base Sta	<u>its</u>					<u>Me</u>	lee								
	Base	Score Bonus			3		Hit	Ι	Damage	AC					
STR										,					
DEX						Тур	oes:								
CON						Rai	nge								
INT							Hit	Damage	A	n Mi	ssile AC				
WIS							1111	Damage	A		Sile AC				
CHA						_									
** **							oes:								
<u>Health</u>						<u>Spe</u>	<u>ell</u>								
Hit Points		Regeneration Per Room			n_	Damage			Heal	Res	istance				
Saves						Dot	-wibution	1 Damage							
								i Damage							
Fortitude		Reflex		Will		Damage		Types							
Damage	Reduction	n													
Melee Range		Spell Fire		Cold	She	nock Sonic		Fldritch	Poison	Darkrift	Sacred				
Wiciec	Range	Spen	THE	Colu	5110	OCK	Some	Lidition	1 013011	Darkiiii	Sacred				
Treasur	e Enhanc	ements													
		Min				Max									
	<u>ter Bonus</u>														
	Be Surp														
	ovement:														
-	Powers		Le	vel:											
Initiativ	e Bonus:														

For Coach Use Only

WHEN USING MELEE WEAPON WHEN USING MISSILE WEAPON						DUNGEO	N PARTY	CARD	Special Abilities							Exit Room		
To H	it Damage	AC	To Hit	Damage	AC	if monster attacks with a missile	FORT	REFX	WILL	Retribution Damage		Free Movement	Psychic	Spell Bonuses	Other Notes	Other Notes	Treasure Min	Treasure Max
						+												