NAME				CLASS			DESCRIPTIO	ON		
TITLE	ALIGNMENT						Race, hair, eye, and skin color, other features			
Α	BILITY	SCORES		SAVES	E>	(PERIENCE		EQUIPMENT	PORTRAIT	OR SYMBOL
STR	SCORE MO	Melee att./dama Open doors	ge, D	Death, poison	LvI	Experience Level	,			
INT	/	Languages, Litera	acy W	Magic wands	XP	Experience points				
WIS	/	Saves vs magic	Р	Paralysis, petrification	Next	XP needed for next level				
DEX	/	Missile attacks, AC, Initiative	В	Breath attacks	%	Prime requisite modifier to XP				
CON	/	Hit points	S	Spells, magic rods magic staves	EN	ICOUNTERS				
СНА	/	Reactions, # Retainers, Loya	ılty ±	WIS modifier to saves vs magic	Init	DEX modifier to initiative (optional)				
Ability chec	ck: Roll ≤ on 1d20		Saving	g Throw: Roll ≥ on 1d20	1 ±	CHA modifier to reaction rolls				
		СОМЕ	BAT			PLORATION				
НР		Hit Points	Max	Maximum hit points		Liston at door				
ПР			±	CON modifier to hit points	LD	(1-in-6 or by class)		MAGIC ITEMS	BAC	KGROUND
AC		Armor Class	Un	Unarmored AC: 10 + DEX modifier	OD	-in-6 Open stuck door (based on STR) -in-6 Find secret door				
AC			±	DEX modifier to Armor Class	SD	-in-6 Find secret door (1-in-6 or by class) Find room trap				
Att		Attack bonus	Mel	STR modifier to melee att./damag		-in-6 Find room trap (1-in-6 or by class)				
Att			Mis	DEX modifier to missile attacks	M	IOVEMENT				
	ABILITI	ES, SKILL	S, WE	APONS	Ov	Overland: 1/5 base mv. rate (miles/day)				
					Ex	Exploration: base mv. rate (feet/turn)				
					En	Encounter: 1/3 base mv. rate (feet/round)				
						ate = 120', unless encumbered				
						CUMBRANCE				
					TR	Weight of treasure & coins		TREASURE	C	OINS
					EQ	Weight of weapons, armor & gear			PP	
					=	Total weight carried (max=1,600 coin)			GP	
						ANGUAGES			EP	
					By class	s; extra languages if INT 13+			SP	
						Literate			СР	

HIRELINGS		NOTES
HEIRS / LAST WILL & TESTAMENT		