




NAME: _____ ALIGNMENT: _____

CLASS: _____ LEVEL: _____

STR	To hit / Damage / Open doors		HP	WOUNDS	AC	
INT	Number of languages					
WIS	magic based saving throws		Poison:			
DEX	Ranged / Armor class / Initiative		Magic Wand:			
CON	Hit point bonus		Paralysis:			
CHA	Reaction / # Retainers / Retainer Morale		Dragon Breath:			
			Spells:			

AC:	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
TO-HIT:													

Encumbrance	Move	Combat move
400 or Less	120'	40'
401 - 600	90'	30'
601 - 800	60'	20'
801 - 1600	30'	10'

Open Locks :
Remove Traps :
Pick Pockets :
Move Silently:
Climb Sheer surface :
Hide in Shadows :
Hear Noise :

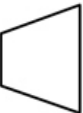


Turning undead:

Skeleton	Zombie	Ghoul	Wight
Wrath	Mummy	Spectre	Vampire

EXP :	
Next level:	Prime Bonus

NAME: _____ ALIGNMENT: _____

CLASS: _____ LEVEL: _____

STR	To hit / Damage / Open doors		HP	WOUNDS	AC	
INT	Number of languages					
WIS	magic based saving throws		Poison:			
DEX	Ranged / Armor class / Initiative		Magic Wand:			
CON	Hit point bonus		Paralysis:			
CHA	Reaction / # Retainers / Retainer Morale		Dragon Breath:			
			Spells:			

AC:	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
TO-HIT:													

Encumbrance	Move	Combat move
400 or Less	120'	40'
401 - 600	90'	30'
601 - 800	60'	20'
801 - 1600	30'	10'

Turning undead:

Skeleton	Zombie	Ghoul	Wight
Wrath	Mummy	Spectre	Vampire

EXP :	
Next level:	Prime Bonus

Open Locks :
Remove Traps :
Pick Pockets :
Move Silently:
Climb Sheer surface :
Hide in Shadows :
Hear Noise :

Equipment:

Encumbrance:

Equipment:

Encumbrance:

Spells:	Lvl: 1	Lvl: 2	Lvl: 3	Lvl: 4	Lvl: 5	Lvl: 6
Lvl: 1			Lvl: 2			Lvl: 3
Lvl: 4			Lvl: 5			Lvl: 6