

ADVENTURER CONQUEROR KING

Character's Name

Class / Title

Alignment

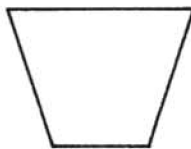
Experience

LEVEL

Character Sketch



ARMOR CLASS



HIT POINTS

MOVE

COMBAT

OVERLAND

STEALTH

CHARGE/RUN

CLIMB

Adjustment

ABILITIES

STRENGTH

To-Hit, Damage, Open Doors

INTELLIGENCE
Language(s)

WISDOM
Save vs. Spells

DEXTERITY
Missile To-Hit, AC

CONSTITUTION
Hit Points

CHARISMA
Reactions

OPEN DOOR



SECRET DOOR



HEAR NOISE



FIND TRAPS



SAVING THROWS

PETRIFICATION & PARALYSIS

POISON & DEATH

BLAST & BREATH

STAFFS & WANDS

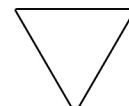
SPELLS

TO-HIT

--	--	--	--	--	--	--	--	--	--	--	--

AC 0 AC 1 AC 2 AC 3 AC 4 AC 5 AC 6 AC 7 AC 8 AC 9 AC 10

INITIATIVE



DAMAGE

