Adventures	Level	Character:			Player:		
in the		Class:	_ Origin:		Alignment:		Δ.
SEST MER	(Height: Hair:	3		Sex: Marks	•	Age:
\$ 1 N		Tan.	Lyes.		(Mai K5	,	
CHARACTERISTICS		Saving Throws		MOVEMEN	IT	ABILITIE	S
Score Modifiers		D20 to beat	Modifiers	Base In combat F	Running Encumbered	Base In 1d6	Surprise
Strength	To melee attacks/damage and tear down doors	Poison or Death	_	Elves: 40m / 13m / 80	m / 20m	1	Hear noises
Dexterity	AC and				20m / 7m / 40m / 10m	1-2	Tear down doors
OCALCITY	ranged attacks	Rod, Staff or Wand		EQUIPMEN	T	Sp	Detect secret doors
Constitution	To hit points	Petrification or Paralysi	is	LGOTTILL	1	Sp Sp	Detect traps and pits Track in wilderness
	To read and	retification of rariags.				Sp	Track in interiors
Intelligence	write languages	Breath Weapon					Hide
Wisdom	To ST against						
Wiscom	magical attacks	Spell and Magic Weapon	ns			<u>%</u>	Open locks
Charisma	To reactions and morale of the followers					%	Find and disarm traps Steal
Aprica Circo	· · · · · · · · · · · · · · · · · · ·					<u>//o</u>	Move silently
ARMOR CLASS		HIT POINTS AND WOUND				%	Climb walls
Base / Armor AC		Wounds	Hit Points			%	Hiding in the shadows
Shield AC	\$						Comprehend languages
Sincis	.)	Di					Use scrolls
Surprised AC Others mo	difiers AC	Die				SPECIAL	ABILITIES
Without Dexterity or Shield							
	<u>.</u>						
WEAPONS AND COMBAT	8 7 6 5 4	3 2 1 0 -1 -2 -3	456				
	Total STR/DEX Magi	ic Base Strength Magic	Special				
Weapon	tack = +	Damage D + +					
Weapon	tack = +	Damage D + +		Max load			
Weapon	tack = +	Damage D + +		Humans: 40 k Dwarves: 50 k	g		
Weapon	tack = +	Damage D + +		Treasure			
Weapon	tack = +	Damage D + +		Gems	Platinum:		
		The state of the s			Gold:		
NITIATIVE	AMMO OR MUNITIO	ONS SPELLS			Electro:		
Dex Misc			6 7 8 9		Silver:	XP	NEC
Total = +					Copper:		