

Adventurer's Name:

Armor Class	1 [18]	Hit Points	49	Saving Throw	4
Class	MU	Speed	12	XP	1,520,750
Level	18	Race	Human	Corruption	13
Strength	9	Dexterity	11	Constitution	13
Intelligence	18	Wisdom	13	Charisma	16
Gold	137,500	Spell Levels	6/6/6/6/6/5/2/2/1		
Bonuses					

Weapon/ Magic Item	Attack Bonuses	Charges and Features
Dagger	+3	
Staff of Beguiling		Foes within a 20' range must make a saving throw or consider the holder as if a loyal friend for 4d4 rounds, (which uses one charge). Charges: 14
Bracers of Defense		AC 4
Ring of Protection		AC -2 and Saving Throws +2
Cape of the Mountebank		Dimension Door on command 1/Day
Chime of Opening		Opens doors and locks. Charges: 36
Marvelous Pigments (2)		

Equipment	Equipment
Clothing	Rations (3)
Canteen	Vials: Acid (3)
Vials: Holy Water (2)	Holy Symbol
Mirror	Wineskin
Tinderbox	Backpack
Lantern	Oil (2)
Spellbook	Mirror
Pliers	Crucible

Climb	Delicate	Hear	Hide	Move	Open Locks

Spell	Level	Spell	Level	Spell	Level
Burning Hands	1	Detect Evil	2	Clairaudience	3

Spell	Level	Spell	Level	Spell	Level
Enlarge	1	Detect Invisibility	2	Darkvision	3
Floating Disc	1	ESP	2	Dispel Magic	3
Magical Missile	1	Invisibility	2	Fireball	3
Magical Missile	1	Knock	2	Fly	3
Read Magic	1	Web	2	Lightning Bolt	3
Dimension Door	4	Cloudkill	5	Control Weather	6
Fear	4	Interposing Hand	5	Death Spell	6
Ice Storm	4	Hold Monster	5	Guards and Wards	6
Polymorph Self	4	Passwall	5	Invisible Stalker	6
Remove Curse	4	Telekinesis	5	Project Image	6
Wizard Eye	4	Teleport	5		
Instant Summons	7	Polymorph Object	8	Time Stop	9
Power Word Stun	7	Symbol	8		

Skill	Level	Skill	Level	Skill	Level

Languages		
Common Tongue	Dwarven	Elvish
Dragon	Giantish (inc. Ogres)	Goblinoid (inc. Orcs)
Minotaur	Drow	

Treasures		