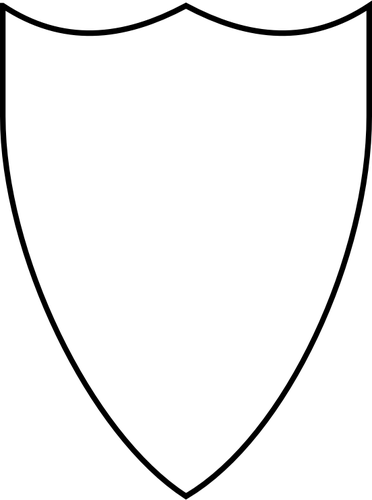
**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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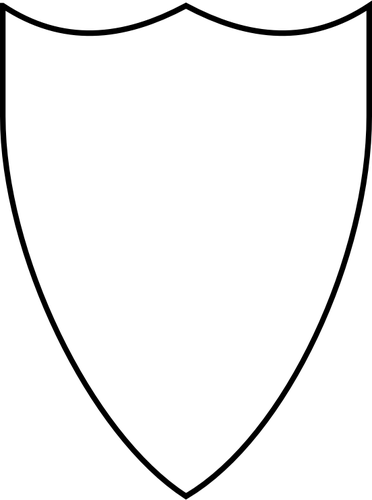
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |  |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Fighter Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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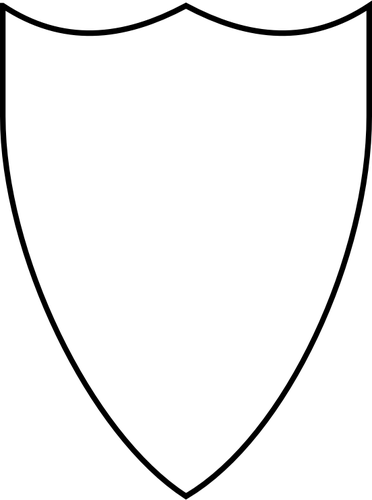
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Lance Attack (on a charge = x2 dam +)  Set Spear vs Charge (on a charge = x2 dam +)  ◻ Smash (-5 to adj HR; + Str score to dam +)  ◻ Parry (no attack; +4 to AC vs melee / thrown)  ◻ Disarm (no dam; if d20 – vic Dex bonus + att  Dex bonus > vic Dex score, then disarmed)  ◻ \_\_\_\_ attacks / round (on adj HR 2) |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |

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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Paladin (Fighter) Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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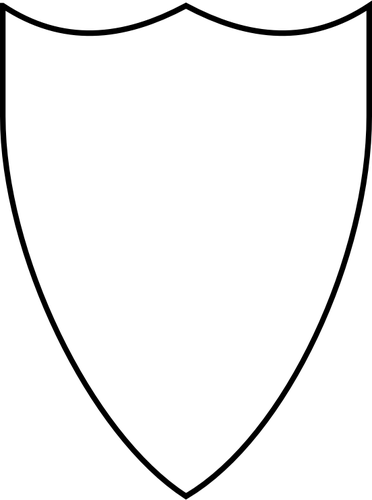
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: | | | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | | Other notes | |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Lance Attack (on a charge = x2 dam +)  Set Spear vs Charge (on a charge = x2 dam +)  ◻ Smash (-5 to adj HR; + Str score to dam +)  ◻ Parry (no attack; +4 to AC vs melee / thrown)  ◻ Disarm (no dam; and if d20 – vic Dex bonus +  att Dex bonus > vic Dex score)  ◻ \_\_\_\_ attacks / round (on adj HR 2)  ◻ cast Detect Evil (unlimited times)  ◻ Lay Hands (Heal 2 hp/lvl 1/day)  (Spells / Turning at 1/3 of Cleric of = level)  ◻ Spells: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_  ◻ Turning Undead: (roll 2d6) ***T = 2d6 HD turned / D = 2d6 destroyed / D+ = 3d6 / D# = 4d6*** | |  | |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | \_\_\_\_\_ Skeleton  \_\_\_\_\_ Zombie  \_\_\_\_\_ Ghoul | \_\_\_\_\_ Wight  \_\_\_\_\_ Wraith  \_\_\_\_\_ Mummy | \_\_\_\_\_ Spectre  \_\_\_\_\_ Vampire  \_\_\_\_\_ Phantom | \_\_\_\_\_ Haunt  \_\_\_\_\_ Spirit  \_\_\_\_\_ Nightshade |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |

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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Avenger (Fighter) Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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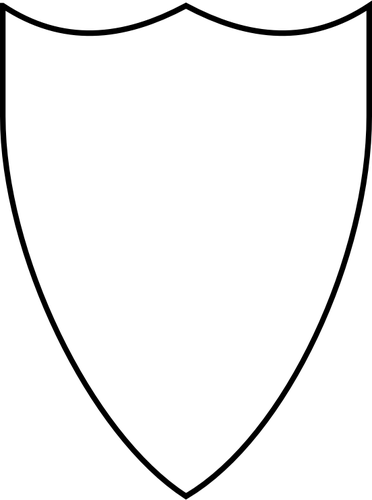
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: | | | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | | Other notes | |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Lance Attack (on a charge = x2 dam +)  Set Spear vs Charge (on a charge = x2 dam +)  ◻ Smash (-5 to adj HR; + Str score to dam +)  ◻ Parry (no attack; +4 to AC vs melee / thrown)  ◻ Disarm (no dam; and if d20 – vic Dex bonus +  att Dex bonus > vic Dex score)  ◻ \_\_\_\_ attacks / round (on adj HR 2)  ◻ cast Detect Evil (unlimited times)  (Spells / Turning at 1/3 of Cleric of = level)  ◻ Spells: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_  ◻ Turning Undead: (roll 2d6) ***T = 2d6 HD turned / D = 2d6 destroyed / D+ = 3d6 / D# = 4d6***  (T or D results may be “controlled” as if charmed; 1 turn per level of Avenger) | |  | |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | \_\_\_\_\_ Skeleton  \_\_\_\_\_ Zombie  \_\_\_\_\_ Ghoul | \_\_\_\_\_ Wight  \_\_\_\_\_ Wraith  \_\_\_\_\_ Mummy | \_\_\_\_\_ Spectre  \_\_\_\_\_ Vampire  \_\_\_\_\_ Phantom | \_\_\_\_\_ Haunt  \_\_\_\_\_ Spirit  \_\_\_\_\_ Nightshade |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |

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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Halfling Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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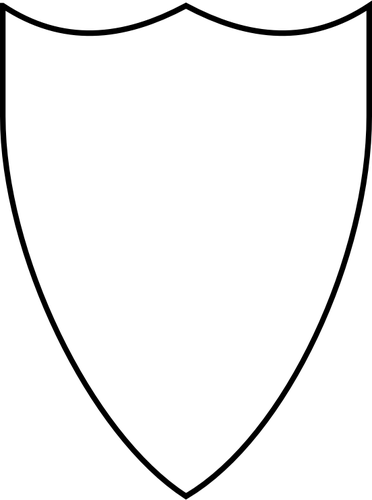
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | -2 AC vs creatures > man  +1 HR w. missiles / +1 Initiative  Hiding: 90% in woodlands; 1/3 in dungeons  Set Spear vs Charge (on a charge = x2 dam +)  ◻ Smash (-5 to adj HR; + Str score to dam +)  ◻ Parry (no attack; +4 to AC vs melee / thrown)  ◻ Disarm (< Giant; no dam; and if d20 – vic Dex  bonus + att Dex bonus **>** vic Dex score)  ◻ \_\_\_\_ attacks / round (on adj HR 2)  ◻ auto ½ dam from spell/spell-effect  ◻ auto ½ dam from breath |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Halfling Rogue Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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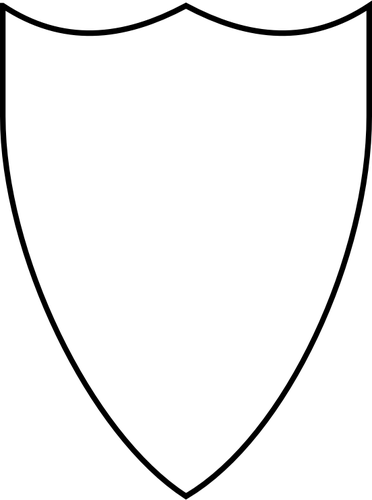
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| --- | --- | --- |
| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | Backstabbing (if unnoticed, +4 to HR, dam x2)  ◻ Read Languages (80%)  ◻ Cast Spells from Scrolls (90%; spell level <1/3 thief’s level)  Thief Abilities:  \_\_\_\_\_ Open Locks  \_\_\_\_\_ Find Traps  \_\_\_\_\_ Remove Traps  \_\_\_\_\_ Climb Walls  \_\_\_\_\_ Move Silently  \_\_\_\_\_ Hide in Shadows  \_\_\_\_\_ Pick Pockets (-5%/level of victim)  \_\_\_\_\_ Hear Noise |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | -2 AC vs creatures > man  +1 HR w. missiles / +1 Initiative  Hiding: 90% in woodlands; 1/3 in dungeons  Set Spear vs Charge (on a charge = x2 dam +)  ◻ Smash (-5 to adj HR; + Str score to dam +)  ◻ Parry (no attack; +4 to AC vs melee / thrown)  ◻ Disarm (< Giant; no dam; and if d20 – vic Dex  bonus + att Dex bonus **>** vic Dex score)  ◻ \_\_\_\_ attacks / round (on adj HR 2)  ◻ auto ½ dam from spell/spell-effect  ◻ auto ½ dam from breath |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Other notes | |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |

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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Halfling Cleric Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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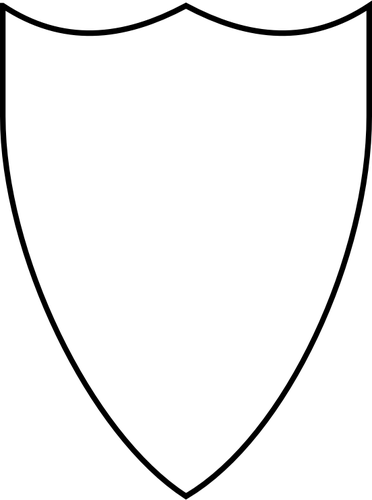
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: | | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Spells: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_  -2 AC vs creatures > man  +1 HR w. missiles / +1 Initiative  Hiding: 90% in woodlands; 1/3 in dungeons  ◻ auto ½ dam from spell/spell-effect  ◻ auto ½ dam from breath  Turning Undead: (roll 2d6) ***T = 2d6 HD turned / D = 2d6 destroyed / D+ = 3d6 / D# = 4d6*** | |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | \_\_\_\_\_ Skeleton  \_\_\_\_\_ Zombie  \_\_\_\_\_ Ghoul  \_\_\_\_\_ Wight  \_\_\_\_\_ Wraith  \_\_\_\_\_ Mummy  \_\_\_\_\_ Spectre | \_\_\_\_\_ Vampire  \_\_\_\_\_ Phantom  \_\_\_\_\_ Haunt  \_\_\_\_\_ Spirit  \_\_\_\_\_ Nightshade  \_\_\_\_\_ Lich  \_\_\_\_\_ Special |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Halfling Magician Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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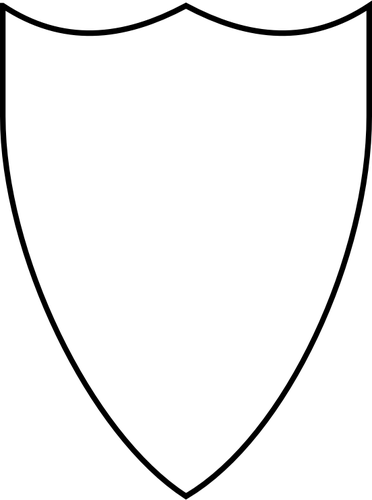
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | -2 AC vs creatures > man  +1 HR w. missiles / +1 Initiative  Hiding: 90% in woodlands; 1/3 in dungeons  ◻ auto ½ dam from spell/spell-effect  ◻ auto ½ dam from breath  Spells: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_  (Spells at 1/3 of Magic User of = level) |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Dwarf Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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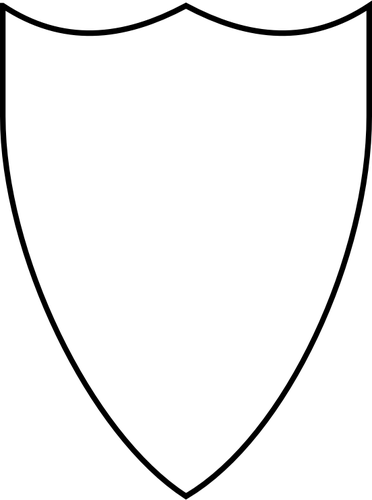
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: Dwarf, Gnome, Goblin, Kobold | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Detection: 1/3 (traps, sliding walls, sloping corridors, new constructions)  Infravision (60’)  Lance Attack (on a charge = x2 dam +)  Set Spear vs Charge (on a charge = x2 dam +)  ◻ Smash (-5 to adj HR; + Str score to dam +)  ◻ Parry (no attack; +4 to AC vs melee / thrown)  ◻ Disarm (< Giant; no dam; and if d20 – vic Dex  bonus + att Dex bonus **>** vic Dex score)  ◻ \_\_\_\_ attacks / round (on adj HR 2)  ◻ auto ½ dam from spell/spell-effect |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |

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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Dwarven Cleric Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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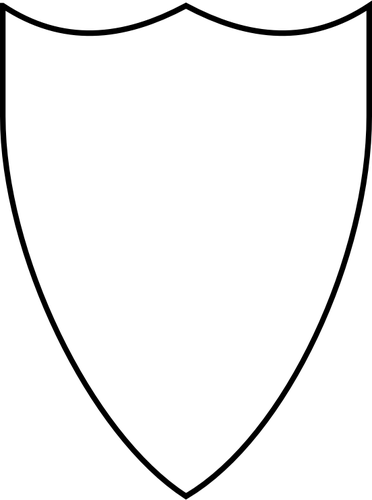
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| --- | --- | --- |
| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: | | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Spells: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_  Detection: 1/3 (traps, sliding walls, sloping corridors, new constructions)  Infravision (60’)  ◻ auto ½ dam from spell/spell-effect  Turning Undead: (roll 2d6) ***T = 2d6 HD turned / D = 2d6 destroyed / D+ = 3d6 / D# = 4d6*** | |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | \_\_\_\_\_ Skeleton  \_\_\_\_\_ Zombie  \_\_\_\_\_ Ghoul  \_\_\_\_\_ Wight  \_\_\_\_\_ Wraith  \_\_\_\_\_ Mummy  \_\_\_\_\_ Spectre | \_\_\_\_\_ Vampire  \_\_\_\_\_ Phantom  \_\_\_\_\_ Haunt  \_\_\_\_\_ Spirit  \_\_\_\_\_ Nightshade  \_\_\_\_\_ Lich  \_\_\_\_\_ Special |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |

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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Dwarven Magician Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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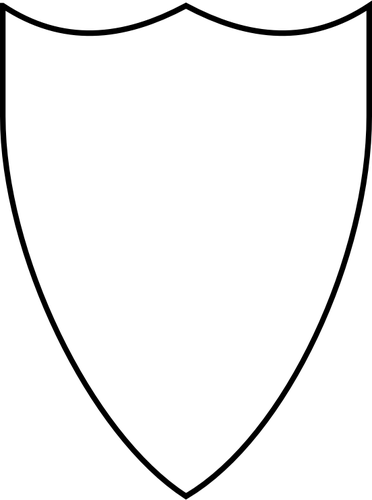
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: Dwarf, Gnome, Goblin, Kobold | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Spells: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_  (Spells at 1/3 of Magic User of = level)  Detection: 1/3 (traps, sliding walls, sloping corridors, new constructions)  Infravision (60’)  ◻ auto ½ dam from spell/spell-effect |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |

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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Magic User Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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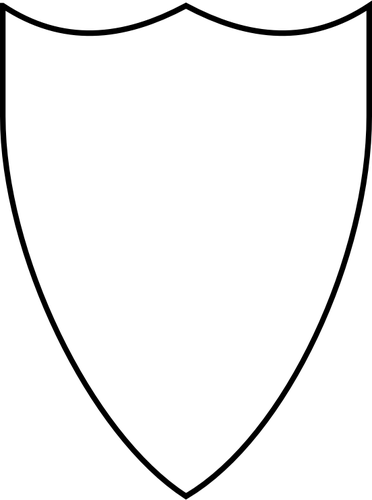
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| --- | --- | --- |
| Armor: none | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Spells: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Elf Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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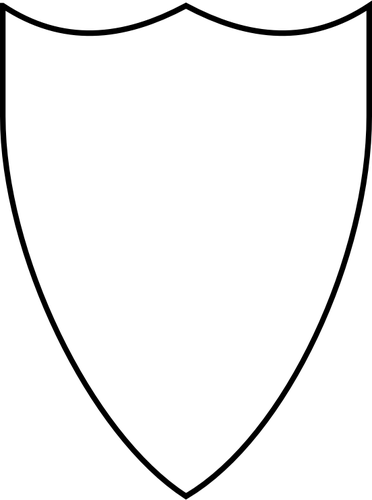
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: Elf, Gnoll, Hobgoblin, Orc | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Infravision (60’)  Detection: 1/3 (secret and hidden doors)  Immunity to Ghoul paralysis  Resistance to sleep/charm spells (90%)  Lance Attack (on a charge = x2 dam +)  ◻ Smash (-5 to adj HR; + Str score to dam +)  ◻ Parry (no attack; +4 to AC vs melee / thrown)  ◻ Disarm (no dam; and if d20 – vic Dex bonus +  att Dex bonus > vic Dex score)  ◻ \_\_\_\_ attacks / round (on adj HR 2)  ◻ auto ½ dam from breath  Spells: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |

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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Cleric Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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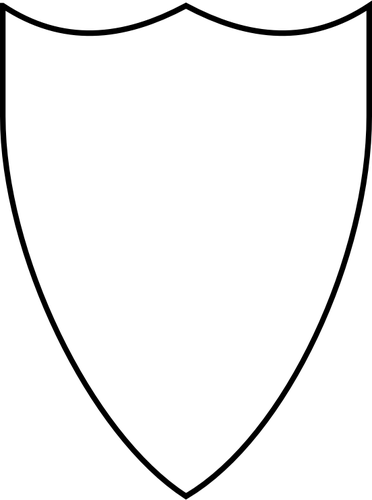
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: | | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Spells: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_  Turning Undead: (roll 2d6) ***T = 2d6 HD turned / D = 2d6 destroyed / D+ = 3d6 / D# = 4d6*** | |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | \_\_\_\_\_ Skeleton  \_\_\_\_\_ Zombie  \_\_\_\_\_ Ghoul  \_\_\_\_\_ Wight  \_\_\_\_\_ Wraith  \_\_\_\_\_ Mummy  \_\_\_\_\_ Spectre | \_\_\_\_\_ Vampire  \_\_\_\_\_ Phantom  \_\_\_\_\_ Haunt  \_\_\_\_\_ Spirit  \_\_\_\_\_ Nightshade  \_\_\_\_\_ Lich  \_\_\_\_\_ Special |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |

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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Druid Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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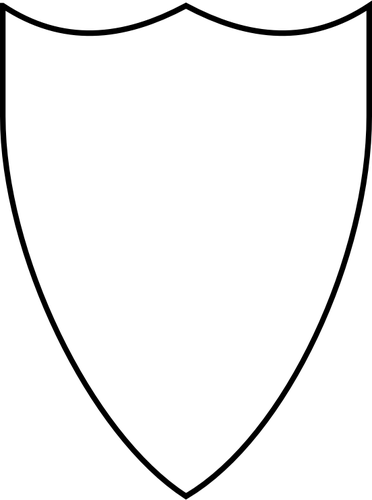
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: Druidic, Centaur, Dryad, Elf, Faun, Gnome, Treant | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Spells: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_  Druidic abilities: (beginning at 9th level)  Immune to charm (by woodland creatures)  Identify (plants, animals, pure water, etc.)  Awareness (only surprised 1 in 6 in forest)  Speak with Animals  Heal Self (if in forest, 1 hp / lvl / day)  Heal Animal (1 hp / lvl / day)  Shapechange (reptile, bird or mammal; 3/day)  ◻ Immune (natural animal/vegetable poisons):18  ◻ Hibernation (enter stasis 1/100th normal):24  ◻ Enter Elemental Planes (1/day):30 |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Rogue (Thief) Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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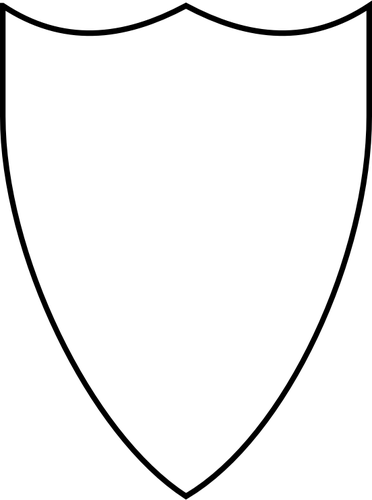
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| Armor | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | | |

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| Languages: | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Backstabbing (if unnoticed, +4 to HR, dam x2)  ◻ Read Languages (80%)  ◻ Cast Spells from Scrolls (90%; spell level <1/3 thief’s level)  Thief Abilities:  \_\_\_\_\_ Open Locks  \_\_\_\_\_ Find Traps  \_\_\_\_\_ Remove Traps  \_\_\_\_\_ Climb Walls  \_\_\_\_\_ Move Silently  \_\_\_\_\_ Hide in Shadows  \_\_\_\_\_ Pick Pockets (-5%/level of victim)  \_\_\_\_\_ Hear Noise |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: Mystic Align: \_\_\_\_\_\_\_**

**XP:** goal: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** / current: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level: \_\_\_\_\_\_\_ HP: \_\_\_\_\_\_\_ AC:**

**THAC0** (raw)**: \_\_\_\_\_\_\_\_ WR: \_\_\_\_\_\_\_\_ Enc: \_\_\_\_\_\_\_\_** cn **Speed: \_\_\_\_\_\_\_\_** (**\_\_\_\_\_\_\_\_**)

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| **Saving Throws // Characteristics:** | | **Str** | **\_\_\_\_** | (**\_\_\_**) | Hit/Damage Rolls / saves vs paralysis and turn to stone |
| **\_\_\_\_** | Poison / Death Ray | **Int** | **\_\_\_\_** | (**\_\_\_**) | Languages/Skills / saves vs mind (charm, confusion, control, fear, sleep, etc.) |
| **\_\_\_\_** | Magic Wand | **Wis** | **\_\_\_\_** | (**\_\_\_**) | Saving Throws (all, max +/- 3) |
| **\_\_\_\_** | Paralysis / Turn to Stone | **Dex** | **\_\_\_\_** | (**\_\_\_**) | AC / Initiative / Missiles / saves versus wands and dragon breath |
| **\_\_\_\_** | Dragon Breath | **Con** | **\_\_\_\_** | (**\_\_\_**) | HP / saves versus poison / death ray |
| **\_\_\_\_** | Rod / Staff / Spell | **Cha** | **\_\_\_\_** | (**\_\_\_**) | Reaction Rolls / # of Retainers (4 +/-) / Retainer Morale (7 +/-) |

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| Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Armor: none | Gems / Jewels (value in gp) | Equipment |
| Money  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ |
| Other Treasures / Valuables | |

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| Languages: | | |
| General Skills (skill / ability / roll) | Class or Race-based Abilities / Skills | Other notes |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | Set Spear vs Charge (on a charge = x2 dam +)  ◻ Hand Attack Equivalent: \_\_\_\_\_  ◻ \_\_\_\_ attacks / round (on adj HR 2)  ◻ Smash (-5 to adj HR; + Str score to dam +)  ◻ Parry (no attack; +4 to AC vs melee / thrown)  ◻ Disarm (no dam; if d20 – vic Dex bonus + att  Dex bonus > vic Dex score, then disarmed)  ◻ Awareness (only surprised 1 in 6)  ◻ Heal Self (1 hp / lvl / day)  ◻ Speak with Animals  ◻ Resistance (1/2 damage to spells / breaths)  ◻ Speak with Anyone  ◻ Mind Block (ESP, charm, hold, slow, quest, geas)  ◻ Blank out (total invisibility, 1 rnd / lvl / day)  ◻ Gentle Touch (1 / day: charm, cureall, death, quest, or paralysis) |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) | + Abilities as per Thief of same level:  \_\_\_\_\_ Find Traps  \_\_\_\_\_ Remove Traps  \_\_\_\_\_ Climb Walls  \_\_\_\_\_ Move Silently  \_\_\_\_\_ Hide in Shadows |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( \_\_\_\_ / \_\_\_\_ ) |

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| Other Weapons | Lvl | THAC0  (Adjusted) | Damage  (Adjusted) | Range | Additional Notes and Effects |
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| Transport (land, air or sea) | General Description (distinguishing features, age, race, height, weight, etc.) | Character notes (family or background history / values / other notes of influence) |

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| Money / Gems / Jewels (stored)  pp: \_\_\_\_\_\_\_\_\_\_  gp: \_\_\_\_\_\_\_\_\_\_  ep: \_\_\_\_\_\_\_\_\_\_  sp: \_\_\_\_\_\_\_\_\_\_  cp: \_\_\_\_\_\_\_\_\_\_ | Other Treasures (stored) | Other Possessions / Gear (stored) |
| Adventure notes: | | |

1st LEVEL MAGIC-USER / ELF SPELLS #\_\_\_\_\_

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| book | mem | SPELL | book | mem | SPELL |
|  |  | CHARM PERSON (R: 120’, D: sp, E: 1 person) |  |  | PROT from EVIL (R: 0’, D: 6t, E: MU, +1AC/sv) |
|  |  | DETECT MAGIC (R: 0, D: 2t, E: 60’r) |  |  | READ LANG (R: 0’, D: 2t, E: MU) |
|  |  | FLOATING DISK (R: 0, D: 6t, E: 6’) |  |  | READ MAGIC (R: 0’, D: 1t, E: MU) |
|  |  | HOLD PORTAL (R: 10’, D: 2-12t, E: 1 door) |  |  | SHIELD (R: 240’, D: 2t, E: MU / AC4, AC2 vs Missiles) |
|  |  | LIGHT\* (R: 120’, D: 6t +1t/lvl, E: 30’d) |  |  | SLEEP (R: 240’, D: 4-16t, E: 2-16HD, ns) |
|  |  | MAGIC MISSLE (R: 150’, D: 1t, E: 1 arrow +2/5lvls, d2-7) |  |  | VENTRILOQUISM (R: 60’, D: 2t, E: 1 item) |

2nd LEVEL MAGIC-USER / ELF SPELLS #\_\_\_\_\_

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| book | mem | SPELL | book | mem | SPELL |
|  |  | CONTINUAL LIGHT\* (R: 120’, D: P, E: 60’d) |  |  | LEVITATE (R: 0, D: 6t +1/lvl, E: MU) |
|  |  | DETECT EVIL (R: 60’, D: 2t, E: 60’r) |  |  | LOCATE OBJECT (R: 60’+10/lvl, D: 2t, E: 1 obj) |
|  |  | DETECT INVISIBLE (R: 10’/lvl, D: 6t, E: MU) |  |  | MIRROR IMAGE (R: 0, D: 6t, E: 1d4 images of MU) |
|  |  | ESP\* (R: 60’, D: 12t, E: MU hear thoughts, \*MU or by T) |  |  | PHANTASMAL FORCE (R: 240’, D: C, tch, or sv, E: 20cu’) |
|  |  | INVISIBILITY (R: 240’, D: P \brkn, E: 1 cr or obj) |  |  | WEB (R: 10’, D: 48t, E: 10cu’, 2d8t to break, 2r for giants/fire) |
|  |  | KNOCK (R: 60’, D: sp, E: 1 lock or bar) |  |  | WIZARD LOCK (R: 10’, D: P, E: 1 lock/door, xcpt MU+3lvl) |

3rd LEVEL MAGIC-USER / ELF SPELLS #\_\_\_\_\_

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| book | mem | SPELL | book | mem | SPELL |
|  |  | CLAIRVOYANCE (R: 60’, D: 12t, E: see after 1t) |  |  | INFRAVISION (R: T, D: 1 day, E: 1 cr) |
|  |  | DISPEL MAGIC (R: 120’, D: P, E: 20cu’, -5%/<lvl) |  |  | INVISIBILITY 10’ (R: 120’, D: P til brkn, E: 10’r) |
|  |  | FIRE BALL (R: 240’, D: I, E: 40’d, 1d6/lvl\20, sv½) |  |  | LIGHTNING BOLT (R: 180’, D: I, E: 60’x5’, 1d6/lvl\20, sv½) |
|  |  | FLY (R: T, D: 1-6t +1t/lvl, E: fly [\360’/t, \120’/r) |  |  | PROT from EVIL 10’ (R: 0, D: 12t, E: MU +10’r, +1AC/sv) |
|  |  | HASTE\* (R: 240’, D: 3t, E: -24 crs \60’d) |  |  | PROT from NORM MISSILES (R: 30’, D: 12t, E: 1 cr) |
|  |  | HOLD PERSON\* (R: 120’, D: 1t/lvl, E: \4 crs) |  |  | WATER BREATHING (R: 30’, D: 1, E: 1 cr) |

4th LEVEL MAGIC-USER / ELF SPELLS #\_\_\_\_\_

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| book | mem | SPELL | book | mem | SPELL |
|  |  | CHARM MONSTER (R: 120’, D: sp., E: 1 +4HD / 3-18 \4HD) |  |  | MASSMORPH (R: 240’, D: P\disp, E: \100 man-sized crs) |
|  |  | CONFUSION (R: 120’, D: 12r, E: sp, 3-18 crs) |  |  | POLYMORPH OTHERS (R: 60’, D: P\disp, E: 1 cr) |
|  |  | DIMENSION DOOR (R: 10’, D: 1r, E: \360’ away, 1d6/10’ fall) |  |  | POLYMORPH SELF (R: 0, D: 6t +1t/lvl, E: MU) |
|  |  | GROWTH of PLANTS\* (R: 120’, D: P \disp, E: 3000sq’) |  |  | REMOVE CURSE\* (R: tch, D: P, E: remove/cause curse) |
|  |  | HALLUCINATORY TERRAIN (R: 240’, D: P \tch, E: illusion) |  |  | WIZARD EYE (R: 240’, D: 6t, E: invisible eye w. infra) |
|  |  | ICE STORM/WALL (R: 120’, D: S-1r / W-12t, E: S-20cu’, 1d6/lvl / W-1200sq’, no pass \4HD, 1d6 pass +4HD) |  |  | WALL of FIRE (R: 60’, D: C, E: 1200sq’, no pass \4HD, 1d6 pass +4HD) WIZARD EYE (R: 60’, D: 2t, E: 1 item) |

5th LEVEL MAGIC-USER / ELF SPELLS #\_\_\_\_\_

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| book | mem | SPELL | book | mem | SPELL |
|  |  | ANIMATE DEAD (R: 60’, D: P, E: #Sk\lvl or #Zom\lvl+1) |  |  | HOLD MONSTER\* (R: 120’, D: 6t +1t/lvl, E: 1-4 crs) |
|  |  | CLOUDKILL (R: 1’, D: 6t, E: 30’@20’/r, 1d/r + \4HD sv or die) |  |  | MAGIC JAR (R: 30’, D: sp, E: 1 cr) |
|  |  | CONJURE ELEMENTAL (R: 240’, D: C, E: AC2, HD16, d3-24) |  |  | PASS-WALL (R: 30’, D: 3t, E: hole, 5’d, 10’deep) |
|  |  | CONTACT OUTER PANE (R: 0, D: sp, E: 3-12 questions) |  |  | TELEKINESIS (R: 120’, D: 6r, E: 200cn/lvl) |
|  |  | DISSOLVE\* (R: 120’, D: 3-18days / \*P, E: 3000sq’) |  |  | TELEPORT (R: 10’, D: I, E: 1 cr, anywhere, sp) |
|  |  | FEEBLEMIND (R: 240’, D: P\disp, E: spell-casters: sv-4 or Int2) |  |  | WALL OF STONE (R: 60’, D: P\disp or brkn, E: 1000cu’) |

6th LEVEL MAGIC-USER / ELF SPELLS #\_\_\_\_\_

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| book | mem | SPELL | book | mem | SPELL |
|  |  | ANTI-MAGIC SHELL (R: 0, D: 12t, E: blocks all spells/effects) |  |  | MOVE EARTH (R: 240’, D: 6t, E: 60’/t) |
|  |  | DEATH SPELL (R: 240’, D: I, E: 4-32HD of crs\8HD) |  |  | PROJECTED IMAGE (R: 240’, D: 6t, E: 1 active imge of MU) |
|  |  | DISINTERGRATE (R: 60’, D: I, E: 1 cr or 1 non-magical obj) |  |  | REINCARNATION (R: 10’, D: P, E: sp, creates a new body) |
|  |  | GEAS\* (R: 30’, D: \completed/removed, E: compels 1 cr) |  |  | STONE TO FLESH\* (R: 120’, D: P, E: 1 creature \10cu’) |
|  |  | INVISIBLE STALKER (R: 0, D: \completed, E: summon 1 I.S.) |  |  | WALL OF IRON (R: 120’, D: P, E: 500sq’, hp = lvl of MU) |
|  |  | LOWER WATER (R: 240’, D: 10t, E: ½ \10,000sq’, 1d12+20hull) |  |  | WEATHER CONTROL (R: 0, D: C, E: sp, 720’r outdoors) |

7th LEVEL MAGIC-USER / ELF SPELLS #\_\_\_\_\_

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| book | mem | SPELL | book | mem | SPELL |
|  |  | CHARM PLANT (R: 120’, D: 3-6m., E: sp, \1 tree) |  |  | POWER WORD STUN (R: 120’, D: 2-12/1-6r, E: 1 \70hp) |
|  |  | CREATE NORMAL MONSTERS (R: 30’, D: 1t, E: \HD=MU) |  |  | REVERSE GRAVITY (R: 90’, D: 2sec, E: 30cu’ fall u+d) |
|  |  | DELAYED BLAST FIRE BALL (R: 240’, D: 0-60r, E: 20’r FB) |  |  | STATUE (R: 0, D: 2t/lvl, E: switch to/from a statue, AC-4) |
|  |  | LORE (R: 0, D: P, E: 1 obj, place, or person) |  |  | SUMMON OBJECT (R: ∞, D: I, E: retrieves a prepared item) |
|  |  | MAGIC DOOR\* (R: 10’, D: 7 uses, E: \10’x10’ invis. portal) |  |  | SWORD (R: 30’, D: 1r/lvl, E: 1 sword, 2x1d10) |
|  |  | MASS INVISIBILITY\* (R: 240’, D: P\brkn, E: many in 60sq’) |  |  | TELEPORT ANY OBJECT (R: T, D: I, E: 1 item/cr\500cn/lvl) |

8th LEVEL MAGIC-USER / ELF SPELLS #\_\_\_\_\_

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| book | mem | SPELL | book | mem | SPELL |
|  |  | CLONE (R: 10’, D: P, E: sp, 1 clone) |  |  | MIND BARRIER\* (R: 10’/\*T, D: 6t/lvl, E: protects mind) |
|  |  | CREATE MAGICAL MONSTERS (R: 30’, D: 1t, E: sp) |  |  | PERMANENCE (R: 10’, D: P\disp, E: a magical effect’s dur.) |
|  |  | DANCE (R: T, D: sp, 3-7r, E: sp, compels to dance) |  |  | POLYMORPH ANY OBJECT (R: 240’, D: sp, E: sp) |
|  |  | EXPLOSIVE CLOUD (R: 1’, D: 6t, E: 30’d, 1d/2lvl + paralysis) |  |  | POWER WORD BLIND (R: 120’, D: 1-4d/2-8h, E: 1 \80hp) |
|  |  | FORCE FIELD (R: 120’, D: 6t, E: sp, \hp=MU) |  |  | SYMBOL (R: T, D: P, E: sp, 1 rune) |
|  |  | MASS CHARM\* (R: 120’, D: sp, E: \30HD) |  |  | TRAVEL (R: 0, D: 1t/lvl, E: sp) |

9th LEVEL MAGIC-USER / ELF SPELLS #\_\_\_\_\_

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| book | mem | SPELL | book | mem | SPELL |
|  |  | CONTINGENCY (R: T, D: sp., E: sp) |  |  | METEOR SWARM (R: 240’, D: I, E: 4(8d6+”)/8(4d6+”), 20’r |
|  |  | CREATE ANY MONSTER (R: 90’, D: 3t, E: sp) |  |  | POWER WORD KILL (R: 120’, D: I, E: slay or stun 1-100hp) |
|  |  | GATE\* (R: 30’, D: sp, E: 1 gate to another plane) |  |  | PRISMATIC WALL (R: 60’, D: 6t, E: sp) |
|  |  | HEAL\* (R: T, D: P, E: sp) |  |  | SHAPECHANGE (R: 0, D: 1t/lvl, E: sp) |
|  |  | IMMUNITY (R: T, D: 1t/lvl, E: sp) |  |  | TIMESTOP (R: 0, D: 2-5r, E: sp, 15’r) |
|  |  | MAZE (R: 60’, D: sp, E: traps 1 cr) |  |  | WISH (R: sp, D: sp, E: sp) |

1st LEVEL CLERIC / DRUID SPELLS #\_\_\_\_\_

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| pray | SPELL | pray | SPELL |
|  | CURE LIGHT WOUNDS\* (R: T, D: I, E: 2-7hp) |  | REMOVE FEAR\* (R: T/\*120’, D: 2t, E: calm 1 cr) |
|  | **:**DETECT EVIL (R: 120’, D: 6t, E: glow) |  | RESIST COLD (R: 0, D: 6t, E: sp, all\30’r) |
|  | DETECT MAGIC (R: 0, D: 2t, E: glow) |  | **.** DETECT DANGER (R: 5’/lvl, D: 6t, E: sp) |
|  | LIGHT\* (R: 120’, D: 12t, E: 30’d ball of light) |  | **.** FAERIE FIRE (R: 60’’, D: 1r/lvl, E: glow, -2-AC, 12’/5lvls) |
|  | **:**PROT from EVIL (R: 0, D: 12t, E: Cl/Dr, +1AC/sv) |  | **.** LOCATE (R: 0, D: 6t, E: find 1 norm/giant plant/animal\120’) |
|  | PURIFY FOOD & WATER (R: 10’, D: P, E: sp) |  | **.** PREDICT WEATHER (R: 0, D: 12h, E: knowledge) |

2nd LEVEL CLERIC / DRUID SPELLS #\_\_\_\_\_

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| pray | SPELL | pray | SPELL |
|  | BLESS\* (R: 60’, D: 6t, E: 20’d, +1-morale/hit/dam rolls) |  | SNAKE CHARM (R: 60’, D: 2-5t/r(attacking), E: 1HD/lvl) |
|  | FIND TRAPS (R: 0, D: 2t, E: glow) |  | SPEAK WITH ANIMALS (R: 0, D: 6t, E: 1 type\30’) |
|  | HOLD PERSON\* (R: 180’, D: 9t, E: paralysis\4cr) |  | **.** HEAT METAL (R: 30’, D: 7r, E: sp) |
|  | KNOW ALIGNMENT\* (R: 0, D: I/\*1t/lvl, E: 1 cr\10’) |  | **.** OBSCURE (R: 0, D: 1t/lvl, E: cloud 1’x10’/lvl) |
|  | RESIST FIRE (R: 30’, D: 2t, E: 1 cr +2sv + min d/HD fire dam) |  | **.** PRODUCE FIRE (R:0, D: 2t/lvl, E: fire (torch) in hand) |
|  | SILENCE 15’ (R: 180’, D: 12t, E: 15’r silence) |  | **.** WARP WOOD (R: 240’, D: P, E: sp, wooden weapons) |

3rd LEVEL CLERIC / DRUID SPELLS #\_\_\_\_\_

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| pray | SPELL | pray | SPELL |
|  | CONTINUAL LIGHT\* (R: 120’, D: P., E: 30’r) |  | SPEAK with DEAD (R: 10’, D: 1r/lvl, E: 3 questions, sp) |
|  | CURE BLINDNESS (R: T, D: P, E: 1 cr (not vs a curse)) |  | STRIKING (R: 30’, D: 1t, E: +1d6 on 1 weapon) |
|  | CURE DISEASE\* (R: 30’, D: P, E: 1 cr, sp) |  | **.** CALL LIGHTNING (R: 360’, D: 1t/lvl, E: 1 bolt(8d6)/t) |
|  | GROWTH OF ANIMALS (R: 120’, D: 12t, E: 1 cr, 2x size/str) |  | **.** HOLD ANIMAL (R: 180’, D: 1t/lvl, E: paralyze 1HD/lvl) |
|  | LOCATE OBJECT (R: 0, D: 6t, E: 1 obj\120’) |  | **.** PROT from POISON (R: T, D: 1t/lvl, E: sp) |
|  | REMOVE CURSE\* (R: T, D: P, E: 1 curse) |  | **.** WATER BREATHING (R: 30’, D: 1d, E: 1 cr) |

4th LEVEL CLERIC / DRUID SPELLS #\_\_\_\_\_

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| pray | SPELL | pray | SPELL |
|  | ANIMATE DEAD (R: 60’, D: P, E: #Sk\lvl or #Zom\lvl+1) |  | SPEAK WITH PLANTS (R: 0, D: 3t, E: all plants \30’) |
|  | CREATE WATER (R: 10’, D: 6t, E: 1 spring, 12men+h, ”/lvl>8) |  | STICKS TO SNAKES (R: 120’, D: 6t, E: 2-16, AC6, HD1, d4) |
|  | CURE SERIOUS WOUNDS\* (R: T’, D: P, E: 1 cr, 2d6+2) |  | **.** CONTROL TEMP 10’ (R: 0, D: 1t/lvl, E: +/- 50F \10’) |
|  | DISPEL MAGIC (R: 120’, D: P, E: 20cu’, -5%/<lvl) |  | **.** PLANT DOOR (R: 0, D: 1t/lvl, E: sp, path through plants) |
|  | NEUTRALIZE POISON\* (R: T, D: P, E: sp, 1 cr/obj/vessel) |  | **.** PROT from LIGHTNING (R: T, D: 1t/lvl, E: -1d/lvl damage ) |
|  | **:**PROT from EVIL 10’ (R: 0, D: 12t, E: Cl/Dr +10’r, +1AC/sv) |  | **.** SUMMON ANIMALS (R: 360’, D: 3t, E: sp) |

5th LEVEL CLERIC / DRUID SPELLS #\_\_\_\_\_

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| pray | SPELL | pray | SPELL |
|  | COMMUNE (R: 0, D: 3t, E: 3 y/n questions) |  | RAISE DEAD\* (R: 120’, D: P, E: 1 to 1hp; \*Sv vs DR) |
|  | CREATE FOOD (R: 10’, D: P, E: 1 day for 12men+h, ”/lvl>8) |  | TRUESIGHT (R: 30’, D: 1t+1r/lvl, E: sees all + stats) |
|  | CURE CRITICAL WOUNDS (R: T, D: P, E: 3d6+3) |  | **.** ANTI-PLANT SHELL (R: 0, D: 1r/lvl, E: barrier to attacks) |
|  | **:**DISPEL EVIL (R: 30’, D: 1t, E: enchntd/undd or 1 crse/chrm) |  | **.** CONTROL WINDS (R: 10’r/lvl, D: 1t/lvl, E: control air, sp) |
|  | INSECT PLAGUE (R: 480’, D: 1d, E: sp, outside, 30’r swarm) |  | **.** DISSOLVE (R: 240’, D: 3-18 d, E: -3000sq’x10’dp to mud) |
|  | QUEST\* (R: 30’, D: sp, E: sp, Sv vs, \* 50% -5%/lvl less) |  | **.** PASS PLANT (R: 0, D: I, E: teleport, sp) |

6th LEVEL CLERIC / DRUID SPELLS #\_\_\_\_\_

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| pray | SPELL | pray | SPELL |
|  | AERIAL SERVANT (R: 60’, D: 1d/lvl, E: sp, to fetch) |  | SPEAK WITH MONSTERS\* (R: 0, D: 1r/lvl, E: sp, + undd) |
|  | ANIMATE OBJECTS (R: 60’, D: 6t, E: -4000cn of objects) |  | WORD OF RECALL (R: 0, D: I, E: takes caster home) |
|  | BARRIER\* (R: 60’, D: 12t, E: 30’x30’, 7d10 whirling hammers) |  | **.** ANTI-ANIMAL SHELL (R: 0, D: 1r/lvl, E: barrier to attacks) |
|  | CREATE NORMAL ANIMALS (R: 30’, D: 10t, E: 1-6) |  | **.** SUMMON WEATHER (R: 5mi+1/lvl>15, D: 6t/lvl, E: brings) |
|  | CUREALL (R: T, D: P, E: all but 1-6 hp) |  | **.** TRANSPORT THROUGH PLANTS (R: ∞, D: I, E: self+2) |
|  | FIND THE PATH (R: 0, D: 6t+1/lvl, E: all needed knowledge) |  | **.** TURN WOOD (R: 30’, D: 1t/lvl, E: sp, pushes away) |

7th LEVEL CLERIC / DRUID SPELLS #\_\_\_\_\_

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| pray | SPELL | pray | SPELL |
|  | EARTHQUAKE (R: 120’, D: 1t, E: 60sq’+5/lvl>17, sp) |  | WISH (R: sp, D: sp, E: sp) |
|  | HOLY WORD (R: 0, D: I, E: all within 40’, sp) |  | WIZARDRY (R: 0, D: 1t, E: use 1 object or lvl 1-2 scroll) |
|  | RAISE DEAD FULLY\* (R: 60’, D: P, E: any 1, sp) |  | **.** CREEPING DOOM (R: 120’, D: 1r/lvl, E: sp, 20-60sq’, d100) |
|  | RESTORE\* (R: T, D: P, E: 1 energy drain, sp) |  | **.** METAL TO WOOD (R: 120’, D: P, E: 50cn/lvl, sp) |
|  | SURVIVAL (R: T, D: 1hr/lvl, E: prot from environment) |  | **.** SUMMON ELEMENTAL (R: 240’, D: 6t, E: 1x16HD) |
|  | TRAVEL (R:0, D: 1t/lvl, E: sp, fly, or gas, inc to other planes) |  | **.** WEATHER CONTROL (R: 0, D: C, E: sp, 720’r outdoors) |

**.** indicates spells available to druids only / **:** indicates spells NOT available to druids