~VIN V		Rostof	Breth	//- \ \ \ \	
DATE CHARACTE	ER BEGAN	CAMPAIG		CHA	RACTER
PLAYER NAME		Players Ch	aracter		
		The second			
ire San	haracter Name	9			
CLASS:		VEL:			
	RE	LIGION:			
. <u> </u>					
MOVE	CEALED CLIMBING IDARY SKILL VISION	SPECIAL MOVE LISTENING			
ABILITIES					
S % HIT ADJ STRENGTH	DAM OPEN BEND DOORS BARS		SAVING THROW AI CONDITION	DJUSTMENTS +/- CONDITION	SAVING THROWS Paralyzation/ Poison-
	% KNOW MIN # MAX # SPELLS SPELLS	$\Box \Box \Box$			Petrification/
W MAGICAL ATK. ADJ.	SPELL % SPELL BONUS FAILURE		100		Rod,Staff
D REACTION ADJ.	MISSILE DEFENSE ADJ. ADJ.		:		or Wand- Breath Weapon-
C DEXTERITY HIT POINT ADJ.	SYSTEM RESURRECT. SHOCK SURVIVAL	LANGUAGES			Spells-
					\
CH MAX. # HENCHIMEN	LOYALTY REACTION				
CH MAX. # HENCHIMEN CHARISMA	LOYALTY REACTION	WEAPONS O	of proficiency:	NO. INC. INC.	ON-PROFICIENCY PENALTY
CH HENCHIMEN CHARISMA COMBAT	LOYALTY REACTION ADJ.			Number No	ON-PROFICIENCY PENALTY
CH HENCHIMEN CHARISMA COMBAT ARMOR WORN	LOYALTY REACTION ADJ.	N OF ARMOR	MBAT ADJUSTMENT	S:	ON-PROFICIENCY PENALTY
CH HENCHIMEN CHARISMA COMBAT ARMOR WORN	LOYALTY REACTION ADJ. N AC BASE CONDITION MAGICAL ADJ. () SHIELDLESS AC	N OF ARMOR REAR AC CO	MBAT ADJUSTMENT		DAMAGE ADJ.
COMBAT CHARISMA COMBAT ARMOR WORN DEX ADJ. MOUNDS: HIT POINTS CONST. ADJ. WOUNDS:	LOYALTY REACTION ADJ. N AC BASE CONDITION MAGICAL ADJ. HIT DIE TYPE SPECIAL ADJ T. ADJUST. REAR AT	N OF ARMOR REAR AC JUSTMENTS TACKS ADJUST 7/-	MBAT ADJUSTMENT To	SS: OTALS: "TO HIT" ADJ.	
COMBAT CHARISMA COMBAT ARMOR WORN DEX ADJ. MOUNDS: HIT POINTS CONST. ADJ. WOUNDS:	LOYALTY REACTION ADJ. N AC BASE CONDITION MAGICAL ADJ. HIT DIE TYPE SPECIAL ADJ T. ADJUST. REAR AT	N OF ARMOR REAR AC USTMENTS	MBAT ADJUSTMENT To	TS: OTALS: "TO HIT" ADJ.	DAMAGE ADJ. CONDITION
CH MAX. # HENCHIMEN CHARISMA COMBAT ARMOR WORN DEX ADJ. HIT POINTS SURPRISE DEX DEX	LOYALTY REACTION ADJ. N AC BASE CONDITION MAGICAL ADJ. SHIELDLESS AC () SPECIAL ADJ THIT DIE TYPE SPECIAL ADJ REAR AT	N OF ARMOR REAR AC USTMENTS TACKS ADJUST MAG. SPACE REQUII	CONDITION RED/ AD	TS: OTALS: "TO HIT" ADJ.	DAMAGE ADJ. CONDITION CONDITION
CH MAX. # HENCHIMEN CHARISMA COMBAT ARMOR WORN DEX ADJ. HIT POINTS SURPRISE DEX DEX	LOYALTY REACTION ADJ. N AC BASE CONDITION MAGICAL ADJ. SHIELDLESS AC () SPECIAL ADJ THIT DIE TYPE SPECIAL ADJ REAR AT	N OF ARMOR REAR AC USTMENTS TACKS ADJUST MAG. SPACE REQUII	CONDITION RED/ AD	TS: OTALS: "TO HIT" ADJ.	DAMAGE ADJ. CONDITION CONDITION
CH MAX. # HENCHIMEN CHARISMA COMBAT ARMOR WORN DEX ADJ. HIT POINTS SURPRISE DEX DEX	LOYALTY BASE REACTION ADJ. N AC BASE CONDITION MAGICAL ADJ. HIT DIE TYPE SPECIAL ADJ REAR AT WEAPON	N OF ARMOR REAR AC GUSTMENTS FACKS ADJUST MAG. SPACE REQUIT ADJ. RANGE	CONDITION RED/ ADJ SPEED 10 9	TS: OTALS: "TO HIT" ADJ.	DAMAGE ADJ. CONDITION CONDITION
CH MAX. # HENCHIMEN CHARISMA COMBAT ARMOR WORN DEX ADJ. N CONST. ADJ. WOUNDS: SURPRISE DEX WEAPON IN HAND	LOYALTY BASE REACTION ADJ. N AC BASE CONDITION MAGICAL ADJ. SHIELDLESS AC HIT DIE TYPE SPECIAL ADJ REAR AT WEAPON #ATTACKS	N OF ARMOR REAR AC USTMENTS TACKS ADJUST MAG. SPACE REQUII	CONDITION RED/ AD SPEED 10 9 SPELLS MEMOR	VS: OTALS: "TO HIT" ADJ.	CONDITION R CLASS DAMAGE VS SIZ 3 2 S-M/L
CH MAX. # HENCHIMEN CHARISMA COMBAT ARMOR WORN DEX ADJ. HIT POINTS WOUNDS: SURPRISE DEX WEAPON IN HAND PATRON:	LOYALTY BASE REACTION ADJ. N AC BASE CONDITION MAGICAL ADJ. SHIELDLESS AC HIT DIE TYPE SPECIAL ADJ REAR AT WEAPON #ATTACKS	REAR AC CO JUSTMENTS	CONDITION RED/ AD SPEED 10 9 SPELLS MEMOR	VS: OTALS: "TO HIT" ADJ.	DAMAGE ADJ. CONDITION R CLASS DAMAGE VS SIZ 3 2 S-M/L
CH MAX. # HENCHIMEN CHARISMA COMBAT ARMOR WORN DEX ADJ. HIT POINTS WOUNDS: SURPRISE DEX WEAPON IN HAND PATRON:	LOYALTY BASE REACTION ADJ. N AC BASE CONDITION MAGICAL ADJ. SHIELDLESS AC HIT DIE TYPE SPECIAL ADJ REAR AT WEAPON #ATTACKS	REAR AC CO JUSTMENTS	CONDITION RED/ AD SPEED 10 9 SPELLS MEMOR	VS: OTALS: "TO HIT" ADJ.	DAMAGE ADJ. CONDITION R CLASS DAMAGE VS SIZ 3 2 S-M/L
CH MAX. # HENCHIMEN CHARISMA COMBAT ARMOR WORN DEX ADJ. HIT POINTS SURPRISE DEX WEAPON IN HAND MORALE MODIFIER PATRON: - SPECIAL A	LOYALTY BASE REACTION ADJ. N AC BASE CONDITION MAGICAL ADJ. SHIELDLESS AC HIT DIE TYPE SPECIAL ADJ REAR AT WEAPON #ATTACKS	N OF ARMOR REAR AC CO JUSTMENTS TACKS ADJUST MAG. SPACE REQUII ADJ. SPELLS-KNOWN	CONDITION RED/ AD SPEED 10 9 SPELLS MEMOR 1ST 2ND	VS: OTALS: "TO HIT" ADJ.	DAMAGE ADJ. CONDITION R CLASS DAMAGE VS SIZ 3 2 S-M/L
CH MAX. # HENCHIMEN CHARISMA COMBAT ARMOR WORN DEX ADJ. HIT POINTS WOUNDS: SURPRISE DEX WEAPON IN HAND MORALE PATRON: SPECIAL A MAGIC COMPONENTS:	LOYALTY BASE REACTION ADJ. N AC BASE CONDITION MAGICAL ADJ. SHIELDLESS AC HIT DIE TYPE SPECIAL ADJ REAR AT WEAPON #ATTACKS ABILITIES:	TURNING UNDEAD:	CONDITION RED/ ADJ SPEED 10 9 SPELLS MEMOR IST ZND SKELETON ZO	TO HIT" ADJ.	DAMAGE ADJ. CONDITION R CLASS DAMAGE VS SIZ 3 2 S-M/L TH 7TH 8TH 9TH SHADOW WIGHT GHAST
CH MAX. # HENCHIMEN CHARISMA COMBAT ARMOR WORN DEX ADJ. HIT POINTS SURPRISE DEX WEAPON IN HAND MORALE MODIFIER PATRON: - SPECIAL A	LOYALTY BASE REACTION ADJ. N AC BASE CONDITION MAGICAL ADJ. SHIELDLESS AC HIT DIE TYPE SPECIAL ADJ REAR AT WEAPON # ATTACKS ABILITIES: N REMOVE/	N OF ARMOR REAR AC TACKS ADJUST MAG. SPACE REQUITADJ. RANGE SPELLS-KNOWN TURNING UNDEAD: WRAF	CONDITION RED/ ADJ SPELLS MEMOR IST ZND SKELETON ZO TH MUMMY SPE	SS: OTALS:	DAMAGE ADJ. CONDITION R CLASS 3 2 S-M/L FH 7TH 8TH 9TH

	WEIGHT	ITEM	WEIGHT	ITEM	WEIGHT
					$\overline{}$
			 		
	NAD WG				
CUMBRANCE: STR. ADJ.	OVE RATE:	1 HEAVY = 3/4 LOADED =	-1/9 MAVIMINE - 1//	TOTAL WEIGHT CARRIED	
OVISIONS:					
TER:	CAPAC	CONTAINER	MAX. VOL. LOAD		. VOL. LOAD
SUPPLY USED		CONTAINER	MAX. VOL. LOAD	CONTAINER MAX.	. VOL. LOAD
	~~~				
	GHTT	OTAL VALUE	EXPERIENCE PO	NEXT LEVEL GOAL	
COPPER-	GEMS-		TREASURE- C	OMBAT- OTHER-	TOTAL:+%
SILVER-	JEWELS-				
ELECTRUM-	MISCELLANI	EOUS-			
GOLD-					
PLATINUM-					
FLATINUM-					
				<u> </u>	
			<u> </u>		
		MAGIC ITEMS			
		MAGIC ITEMS			
HARACTER NOTE	CS AGE-			COLOR OF:	
CENEDAL ADDEAD		APPARENT AGE UN	INATURAL AGING	COLOR OF:	EYES
	ANCE:	APPARENT AGE UN			EYES
SEX GENERAL APPEAR	ANCE:	APPARENT AGE UN			EYES
SEX GENERAL APPEAR	ANCE:	APPARENT AGE UN			EYES
SEX GENERAL APPEAR WEIGHT	ANCE:	APPARENT AGE UN			EYES
GENERAL APPEAR WEIGHT HEIGHT ADVENTURE COM	ANCE:	APPARENT AGE UN			
GENERAL APPEAR WEIGHT HEIGHT ADVENTURE COM	IPANY:	APPARENT AGE UN			
GENERAL APPEAR WEIGHT HEIGHT COMPATRIOTS: FOI	IPANY:	APPARENT AGE UN			
GENERAL APPEAR WEIGHT HEIGHT COMPATRIOTS: FOI	IPANY:	APPARENT AGE UN			
GENERAL APPEAR WEIGHT HEIGHT COMPATRIOTS: FOI	IPANY:	APPARENT AGE UN			
GENERAL APPEAR WEIGHT HEIGHT COMPATRIOTS: FOI	IPANY:	APPARENT AGE UN			
SEX GENERAL APPEAR WEIGHT ADVENTURE COM HEIGHT CLASS # NAME CLASS  WIMAL COMPANIONS : MANUAL COMPANIONS :	IPANY:  LLOWER/HIRELINGE - ASSOCI  LEVEL RACE NO  HOUNTS - ANIMAL COMPANIO	APPARENT AGE UN  MATES/RELATIVES  TES  NO			
SEX GENERAL APPEAR WEIGHT ADVENTURE COM HEIGHT CLASS # NAME CLASS  WIMAL COMPANIONS : MANUAL COMPANIONS :	IPANY:  LLOWER/HIRELINGE - ASSOCI  LEVEL RACE NO	APPARENT AGE UN  MATES/RELATIVES  TES  NO			
SEX GENERAL APPEAR WEIGHT ADVENTURE COM HEIGHT CLASS # NAME CLASS  WIMAL COMPANIONS : MANUAL COMPANIONS :	IPANY:  LLOWER/HIRELINGE - ASSOCI  LEVEL RACE NO  HOUNTS - ANIMAL COMPANIO	APPARENT AGE UN  MATES/RELATIVES  TES  NO			
SEX GENERAL APPEAR WEIGHT ADVENTURE COM HEIGHT CLASS # NAME CLASS  WIMAL COMPANIONS : MANUAL COMPANIONS :	IPANY:  LLOWER/HIRELINGE - ASSOCI  LEVEL RACE NO  HOUNTS - ANIMAL COMPANIO	APPARENT AGE UN  MATES/RELATIVES  TES  NO			
SEX GENERAL APPEAR WEIGHT ADVENTURE COM HEIGHT CLASS # NAME CLASS  WIMAL COMPANIONS : MANUAL COMPANIONS :	IPANY:  LLOWER/HIRELINGE - ASSOCI  LEVEL RACE NO  HOUNTS - ANIMAL COMPANIO	APPARENT AGE UN  MATES/RELATIVES  TES  NO			
SEX GENERAL APPEAR WEIGHT ADVENTURE COM HEIGHT CLASS # NAME CLASS  WIMAL COMPANIONS : MANUAL COMPANIONS :	IPANY:  LLOWER/HIRELINGE - ASSOCI  LEVEL RACE NO  HOUNTS - ANIMAL COMPANIO	APPARENT AGE UN  IATES/RELATIVES  INS FAMILIARS  INS FAMILIARS			
SEX GENERAL APPEAR WEIGHT ADVENTURE COM HEIGHT CLASS # NAME CLASS  WIMAL COMPANIONS : MANUAL COMPANIONS :	IPANY:  LLOWER/HIRELINGE - ASSOCI  LEVEL RACE NO  HOUNTS - ANIMAL COMPANIO	APPARENT AGE UN  MATES/RELATIVES  TES  NO			