Combat Sheet

Character's Name:	Player's Name:	
Saving Throws		Wrestling
Death Ray or Poison Magic Wands	Armor Class: Hit Dice: Hit Points: Damage:	Wrestle Rating:
Paralysis or Turn to Stone Dragon Breath		Damage:
Rod, Staff, or Spell		Pinned WR:
□ one-handed AC: 9 8 □ two-handed Roll:	1 of Mastery:Damage:Ranges:/_/ 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 THAC0	melee:
-		
one-handed AC: 9 8 two-handed Roll: Special Offensive:	1 of Mastery:Damage:Ranges:/ / 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 THAC0	melee:
Special Defensive:		
Weapon: Leve one-handed AC: 9 8 two-handed Roll: Special Offensive:	1 of Mastery:Damage:Ranges:/_/ 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 THAC0	_Defense:/ melee: missile:
Special Defensive:		
□ one-handed AC: 9 8 □ two-handed Roll:	1 of Mastery:Damage:Ranges:/_/ 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 THAC0	melee:
Special Offensive: Special Defensive:		
□ one-handed AC: 9 8 □ two-handed Roll:	1 of Mastery:Damage:Ranges:/_/ 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 THAC0	
Other Notes:		