Dungeons & Dragons

										Armo	r Clas	ss										
player dungeon master					er																	
character name						ali	alignment															
class(es) level(s)						ful	l hit po	oints	Hit Points													
age	gender	hei	ight	weigl	nt	race																
languages										_ \		/										
languages					<u> </u>								L		cha	racter	sket	ch / syı	mbol			
Strength			hit prol	b.	da: adj			oend ba ift gate			vgt. Illow.			open doors		19	SAL	/INC	G TH		WS	
INT			max. kno lang. spe			now min. pell spells				max. spells			Paralyzation, Poison, Death Magic									
Intelligence								spens					Poi				-		\prec			
WIS Wisdom	5		mag. attack spell adjustment bonus						spell failure					Petrification, Polymorph –					-			
DEX Dexterity	y l		react / missile de adjustment ad					efense lj.					Rod, Staff, Wand									
CON Constitution	J h		hit point system adjustment shock					resurrect survival					Breath Weapon									
CHA Charisma			max. loyalty hench. base					reaction adjustment								ę	Spell					
									1											p79	DMG	
NEAP name	PONS	5 ^{p3}	7, 38		eight	c S/	lamag M	je L	spee fire r	d / rate 2	3	4 4	C ad	ljustn 6	ient 7 8	3 9	0 10) <u>S</u>		nge (<u>-2) L</u>	. (–5)	
"TO H	IT"	ROI	LS							SPE	LLS	S P	ER	DA	Y	Cleric	: p20	; Druid : p26;	: p21;	Rang	er: p25	
-10 -9		7	-6		-4	-3	-2	-1	0	7		1	2			4	-0ser 5	• p20; 6	7	8 nist: p	9	
										В	ase											
0 1	2	3	4	5	6	7	8	9	10	Bonus												
										Overall												
THIEF		LLS		, 28 PH											CK	KS I	PEF	R RC	OUN	D		
	pick pocket	s open		nd / ren traps			hide ir shadow		ear Dise	climb walls		ad uages	p25	PHB								
Base													ΕΣ	KPE	RIE	ENC	CE	POI	NTS	5		
Racial																						
Dex Adj.																						
Overall													Ne	ext Le	vel:							