



CHARACTER NAME				PLAYER	
RACE		SEX		AGE	
CLASS		LEVEL		XP	

STRENGTH		A.C.	
INTELLIGENCE		H.P.	
WISDOM		A.B.	
DEXTERITY		MOVEMENT	
CONSTITUTION		MONEY OPTION 1	
CHARISMA		MONEY OPTION 2	

[illegible]

SAVING THROWS

[illegible][illegible]

NOTES

- ATTACK BONUS TABLE -

Fighters	Clerics, Monks, Bards	Magic Users	Monsters Hit Dice	Attack Bonus
1-2	1-3	1-4	1-5	+1
3-5	4-6	5-7	6-10	+2
6-8	7-9	8-10	11-14	+3
9-11	10-12	11-13	15-18	+4
12-15	13-15	14-15	19-22	+5
16-17	16-17	16-17	23-27	+6
18-19	18-19	18-19	28-31	+7
20 or More	20 or More	20 or More	32 or More	+8