

Character Name **Wallus**

• STR-	16
• DEX-	16
• CON-	14
• INT-	8
• WIS-	10
• CHR-	8

RACE	Human
ALIGN	N

Player Name **Mike**

STR Bonus	+1	+1	+15/1-3 doors
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To hit

Damage

Carry/
Doors

DEX bonus	+1	+1
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Missile hit

AC adjust

CON bonus	+1	100%
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Hit Point

Raise Dead

INT bonus	1 additional lang
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Common

Languages

CHR bonus	3
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Max
Hirelings

Fighter

Level =

1

AC	15
HP	9
Current HP	9
Saving Throw	14
Parry	-2

Armor (Add DEX Bonus)

Chainmail 14+1 = 15

Weapons

Two Handed Sword 1d20+1
(1d10+1)

Maul 1d20+1 (?+1)

Hand Axe X 2 1d20+1 (1d6+1)

Dagger 1d20+1 (1d4+1)

Fighter Abilities:

Multiple Attacks on 1hd or less per
level each round

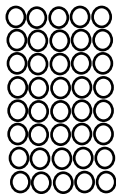
Parry Ability to enemy attack = -2

Misc

Dungeoneer's Pack: Backpack,
crowbar, hammer, 10 pitons, 10
torches, tinderbox, 2 flasks of oil,
10 days rations, waterskin, 50'
hemp rope on side

XTRA

Arrows/Bolts



Loot:

Gold Pieces = 10

Silver Pieces =

Copper Pieces =

