

Character Name  
**Wallus**

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

<b>RACE</b>	<b>Human</b>
<b>ALIGN</b>	<b>N</b>

Player Name  
**Mike**

<b>STR Bonus</b>	<b>+1</b>	<b>+1</b>	<b>+15/1-3 doors</b>
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To hit

Damage

Carry/  
Doors

<b>DEX bonus</b>	<b>+1</b>	<b>+1</b>
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Missile hit

AC adjust

<b>CON bonus</b>	<b>+1</b>	<b>100%</b>
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Hit Point

Raise Dead

<b>INT bonus</b>	<b>1 additional lang</b>
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Common

Languages

<b>CHR bonus</b>	<b>3</b>
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Max  
Hirelings

**BHB +1**

**Fighter**

Level =

**3**

<b>AC</b>	<b>15</b>
<b>HP</b>	<b>27</b>
<b>Current HP</b>	<b>0</b>
<b>Saving Throw</b>	<b>12</b>
<b>Parry</b>	<b>-2</b>

**Armor (plus DEX Bonus)**

Chainmail 14+1 = 15

**Weapons**

Two Handed Sword 1d20+2  
(1d10+1)

Maul 1d20+2 (1d10+1)?

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

Dagger 1d20+2 (1d4+1)

Long Bow 1d20+2 (1d6+1) 70 ft

**Fighter Abilities**

Multiple Attacks on 1hd or less per  
level each round

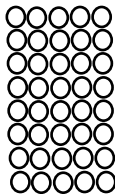
Parry Ability to enemy attack = -2

**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 =

