




<p><b>Spell Level 1</b> ○○○○○○ (p41 PH more spells)</p> <p>Read magic          Magic Missile          Shield          Burning hands          Sleep          Charm person          Feather Fall</p>		<p><b>Magic User Items</b></p> <p>Spell book &amp;          Components          (Circle 1 weapon)          Staff (1d6)          Dagger (1d3)          Darts (1d3)          (x3 round)</p> <p>○○○○○          ○○○○○</p> 
<p><b>Spell Level 2</b> ○○○○○○</p> <p>Continual Light          Knock          Invisibility          Web</p>	14 & 7	<p><b>Misc</b></p> <p>back pack – 2 small sacks –          2 large sacks          lg &amp; sm pouch for belt          2 wks iron rations          2 water skins          Boots, robe, hat, belt cloak,          girdle          tinderbox – 6 torches</p>
<p><b>Spell Level 3</b> ○○○○○○</p> <p>Fireball          Hold person          Lightning bolt</p>	16 & 8	
<p><b>Spell Level 4</b> ○○○○○○</p> <p>Polymorph self          Remove curse          Wall of ice</p>	18 & 9	


D20 + level = 12 is success  
 6 below need rest before  
 casting spell again  
 1 Crit Fail & Spell targets user



<b>Spell Level 1</b> ○○○○○ Change self Hypnotism Phantasmal force Wall of fog Darkness Color Spray	Audible glamor Dancing lights Detect Invisibility Light Detect illusion Gaze reflection	D20 + level = 12 is success 6 below need rest before casting spell again 1 Crit fail & spell targets user	<b>Illusionist Items</b> Spell book & Components (Circle 1 weapon) Staff (1d6) Dagger (1d3) Darts (1d3) (x3 round) ○○○○○ ○○○○○  <b>Misc</b> back pack – 2 small sacks – 2 large sacks lg & sm pouch for belt 2 wks iron rations 2 water skins Boots, robe, hat, belt cloak, girdle tinderbox – 6 torches	
<b>Spell Level 2</b> ○○○○○	Hypnotic pattern Misdirection Fog cloud Improved phantasmal force	Detect Magic Blur Blindness Deafness		14 & 7
<b>Spell Level 3</b> ○○○○○	Continual darkness Dispel Illusion Suggestion Illusionary Script	Continual light Hallucinatory Terrain Paralyzation Non-detection		16 & 8
<b>Spell Level 4</b> ○○○○○	Confusion Massmorph Dispel exhaustion	Minor Creation Phantasmal Killer Improved Invisibility		18 & 9



<b>Character Name</b>	<b>Player Name</b>				<b>DRUID Level =</b>	
• STR-		<b>STR Bonus</b>				
• DEX-		To hit      Damage      carry      open				<b>AC</b>
• CON-		<b>DEX bonus</b>			<b>HP</b>	
• INT-		Missile hit      AC adjust				<b>Current HP</b>
• WIS-		<b>CON bonus</b>				
• CHR-		Hit Point      Raise Dead      shock				
<b>Class</b>		<b>INT bonus</b>				
<b>Race</b>		Languages      Spells level				
<b>Align</b>		<b>CHR bonus</b>				
		Max Hirelings		% Loyalty		
<b>SAVING THROWS</b>						
<small>BONUS</small>						
Paralyzation, Poison, Death Magic						
Petrification, Polymorph						
Rod, Staff, Wand						
Breath Weapon						
Spell						
<small>p79 DMG</small>						

<b>Spell Level 1</b> ○○○○○○ Speak Animals      Invisibility to animals Detect Magic      Locate Animals Detect Snares & pits      Predict Weather Entangle      Purify water Faerie Fire      Pass without Trace Shillelagh      Animal Friendship	D20 + level = 12 is success 6 below need rest before casting spell again 1 Crit fail & spell targets user	<b>Druid Items</b>  Components (Circle 2 weapons) Club (1d6) Dagger (1d4) Hammer (1d4+1) ○○○○○○ Scimitar (1d8) ○○○○○○ Sling (1d4) ○○○○○○ Spear (1d6) ○○○○○○ Staff (1d6)  Darts (1d3) ○○○○○○ (x3 round) ○○○○○○ <b>Misc</b> back pack – 2 small sacks – 2 large sacks lg & sm pouch for belt 2 wks iron rations 2 water skins Boots, robe, hat, belt cloak, girdle tinderbox – 6 torches Leather armor (AC 12) Wooden shield (AC +1)
<b>Spell Level 2</b> ○○○○○○ <b>14 &amp; 7</b> Barkskin      Cure Light Wounds Heat metal      Charm person or mammal Warp wood      Create Water Produce flame      Feign Death Fire Trap      Locate Plants Obscurement      Trip		
<b>Spell Level 3</b> ○○○○○○ <b>16 &amp; 8</b> Call Lightning      Hold Animal      Tree Cure disease      Summon Insects      Snare Neutralize Poison      Stone Shape      Pyrotechnics		
<b>Spell Level 4</b> ○○○○○○ <b>16 &amp; 8</b> Speak with Plants      Animal Summoning 1      Hold Plant Cure Serious wounds      Dispel Magic      produce fire Call woodland beings      Plant Door      repel insects		

<b>Character Name</b>	<b>Player Name</b>				<b>Thief / Assassin</b>																
					<b>Level =</b>																
• STR-		<b>STR Bonus</b>																			
• DEX-		To hit      Damage      carry      open			<b>AC</b>																
• CON-		<b>DEX bonus</b>																			
• INT-		Missile hit      AC adjust			<b>HP</b>																
• WIS-		<b>CON bonus</b>			<b>Current HP</b>																
• CHR-		Hit Point      Raise Dead      shock			<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="text-align: center;"><b>SAVING THROWS</b></td> </tr> <tr> <td></td> <td style="text-align: right;"><b>BONUS</b></td> </tr> <tr> <td>Paralyzation, Poison, Death Magic</td> <td style="text-align: center;">○ _____</td> </tr> <tr> <td>Petrification, Polymorph</td> <td style="text-align: center;">○ _____</td> </tr> <tr> <td>Rod, Staff, Wand</td> <td style="text-align: center;">○ _____</td> </tr> <tr> <td>Breath Weapon</td> <td style="text-align: center;">○ _____</td> </tr> <tr> <td>Spell</td> <td style="text-align: center;">○ _____</td> </tr> <tr> <td></td> <td style="text-align: right; font-size: small;">p79 DMG</td> </tr> </table>	<b>SAVING THROWS</b>			<b>BONUS</b>	Paralyzation, Poison, Death Magic	○ _____	Petrification, Polymorph	○ _____	Rod, Staff, Wand	○ _____	Breath Weapon	○ _____	Spell	○ _____		p79 DMG
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		Max Hirelings      % Loyalty																			



<b>Character Name</b>	<b>Player Name</b>				<b>F-R-P Level =</b>																														
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**Circle Armor (Add DEX Bonus)**

- 16 = plate
- 15 = splint/scale
- 14 = chain
- 13 = studded leather /ring mail
- 12 = leather/padded
- 11 = shield (+1)
- 10 = No armor

**Weapons Melee: p37 select 4**

**Weapons Range (circle one):**

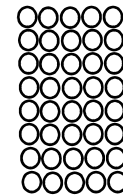
- Max arrows/bolts = 40
- Long or short bow 1d6 (x2 round)
- Crossbow heavy 1d6+2 (½ round)
- Cross bow light 1d4+1 (1 round)

**Misc**

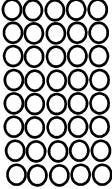

- back pack
- 2 small sacks – 2 large sacks
- lg & sm pouch for belt
- 2 wk iron rations 2 water skins
- boots – robe – hat – belt
- cloak – girdle
- 1d6 tinderbox & 6 torches
- 12 spikes 50' rope
- 6 flasks oil - Hooded lantern
- 3 vials holy water

**Fighter / Ranger / Paladin  
Class & Race Abilities**

Arrows/Bolts



<b>Character Name</b>	<b>Player Name</b>				<b>Cleric Level =</b>
• STR-		<b>STR Bonus</b>			
• DEX-		To hit      Damage      carry      open			
• CON-		<b>DEX bonus</b>			
• INT-		Missile hit      AC adjust			
• WIS-		<b>CON bonus</b>			
• CHR-		Hit Point      Raise Dead      shock			
<b>Class</b>		<b>INT bonus</b>			
<b>Race</b>		Languages      Spells level			
<b>Align</b>		<b>CHR bonus</b>			
		Max Hirelings      % Loyalty			
		<b>SAVING THROWS</b>			
				BONUS	
				Paralyzation, Poison, Death Magic	
				Petrification, Polymorph	
				Rod, Staff, Wand	
				Breath Weapon	
				Spell	
				<small>p79 DMG</small>	

<p><b>Circle Armor (Add DEX Bonus)</b></p> <p>16 = plate  15 = splint/scale  14 = chain  13 = studded leather /ring mail  12 = leather/padded  11 = shield (+1)  10 = No armor</p> <p><b>Weapons Melee:</b></p> <p>Mace (1d6+1)  Hammer (1d4+1)  Club (1d6)  Staff (1d6)  *Flail (1d8)  *War hammer (1d8)  *= 2 hand (no shield)</p> <p><b>Weapons Range (circle one):</b></p> <p>sling  Bullet 1d4+1 (1 round)  Stone 1d4 (1 round)</p>	<p><b>CLERIC - Misc</b></p> <p>back pack  2 small sacks – 2 large sacks  lg &amp; sm pouch for belt  2 wk iron rations 2 water skins  boots – robe – hat – belt  cloak – girdle  1d6 tinderbox &amp; 6 torches  12 spikes 50' rope  6 flasks oil - Hooded lantern  3 vials holy water</p> <p>Bullets/stones</p>  	<p><b>Spell Level 1</b> D20+lvl =11</p> <p>Bless  Command  Cure light wounds  Detect Evil Resist Cold  Detect Magic Light  Remove Fear Purify Food  Sanctuary &amp; Drink  Protection from Evil</p> <p><b>Spell Level 2</b> D20+lvl =12</p> <p>Hold person Augury  Detect traps Chant  Know Alignment Find trap  Silence 15' Spirit hammer</p> <p><b>Spell Level 3</b> D20+lvl =13</p> <p>Cure Disease Glyph warding  Remove Curse Prayer  Locate Object Speak Dead</p> <p><b>Spell Level 4</b> D20+lvl =14</p> <p>Cure Serious wounds  Neutralize poison  Detect Lie Divination</p>
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