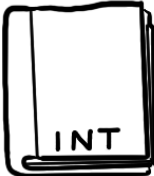


NAME	CLASS	LEVEL
RACE	ALIGNMENT	

CHARACTER PORTRAIT



NOTES

STR

HIT ADJ

DAM ADJ

OPEN DOORS

BEND BAR

INT

KNOW SPELL

MIN# SPELLS

MAX# SPELLS

WIS

MAGICAL ATK ADJ

SPELL BONUS

% SPELL FAILURE

DEX

REACTION ADJ

MISSILE ADJ

DEFENSE ADJ

CON

HIT POINT ADJ

SYSTEM SHOCK

RESURRECT SURVIVAL

CHA

MAX# HENCHMAN

LOYALTY BASE

REACTION ADJ

**SAVING THROWS**

PARALYZATION/POISON

PETRIFICATION/POLYMORPH

ROD, STAFF OR WAND

BREATH WEAPON



MAG ADJUSTED TO HIT	ARMOR CLASS	DAMAGE VS. SIZE
ADJ 10 9 8 7 6 5 4 3 2		S-MIL

WEAPON

ARMOR WORN

DEX ADJ

REAR AC

AC BASE

MAG ADJ

SHIELDLESS AC

**THIEF FUNCTION TABLE**

PICK POCKETS

OPEN LOCKS

FIND/REMOVE TRAPS

MOVE SILENTLY

HIDE IN SHADOWS

HEAR NOISE

CLIMB WALLS

READ LANGUAGES

**SPELLS**

1 <sup>st</sup> -LEVEL	2 <sup>nd</sup> -LEVEL	3 <sup>rd</sup> -LEVEL	TURN UNDEAD
			SKELETON
			ZOMBIE
			GHOUL
			SHADOW
			WIGHT
			GHOST
			WRAITH
			MUMMY
			SPECTRE
			VAMPIRE



STAMP