

PLAYER'S NAME Frank
 CHARACTER Rōgp
 CLASS Fighter
 ALIGNMENT CN

Age 22
 hgt 6'3"
 wght 205

STRENGTH 18⁷⁴ DEXTERITY 18
 INTELLIGENCE 9 CONSTITUTION 16
 WISDOM 10 CHARISMA 18
 SA 13 FVA 12 AC: -5
 HP 83 DAMAGE: -9

EXPERIENCE POINTS

70000	100000
125000	125000
250000	250000
500000	500000
511242	



BONUSES

+3 hit +4 wst
 +3 dam +6
 +3 hit missile
 +3 Resist
 +4 def
 +2 die const (no points)

Kalimac
 Goddess
 of
 Luck

LEVEL: 17

GOLD PIECES

PP 18 288920
 GP 29
 SP 23
 CP 70
 EP 10

GEMS (TALLY)

10 IIII II SP +1 +1/2 att per round
 50 IIII 10000 IIII II
 100 I 25000 IIII
 500 I 50000 IIII 3/2
 1000 II 100000 IIII 5/4
 +8+9



POSESSIONS

Tan whistle 2
 Tan prod 2
 Eagle, Giant 1
 Shield
 Long bow, compo
 Helm
 back pack
 S+3
 Amulet *
 broadsword
 3 daggers
 1 lance

LOCATION

Magic

Pot - Invisibility
 Pot - Heroism
 Pot - Climbing

Box
 Map Iron cards

Keep

Rare 200 (100,000)
 long iron
 iron spikes 10
 oil 2
 sm silver mirror
 silver arrows 30

Stones
 Pinky Green +1 Charisma
 Pearly white +1 hit/pt/Rg Turn
 Irresescent - sust/w/o air
 Pale Lavendar - absorbs 40% level spells
 Ring of protection +1
 Ring of water walking
 Ring (6)

MAGIC ITEMS

Plate Mail +4
 Helm +1 comp long
 Shield +3
 Hammer, Thunderbolts +3 double damage
 Long sword +2 flaming tongue
 arrows +1 3
 Long Sword +4 defender Int/7 eq/17
 Speaks + Telepathy, CN + common complan
 Deat = Precious metal K+A
 1/2 Gems K+A
 1 Elevator, Shifting wall, Rooms
 Read magic + maps
 Telele. 2500 GP 2x Day 1 Round at
 Long sword +1 app

helm of 5 point star - Resurrection ★
 dial reading 97
 5 tubes dust inv for thannato - permanent
 fortress cube
 eye of crawl the mighty - push/pull up to
 1000lb 5' range 4db damage against living
 arms reach

SPELL BOOK ON BACK OF SHEET

MISC. ITEMS Proof against detection *

5 brown pot bottles

pick to load



weapon spec. +1 +2 Long sword
 ex 1/2 att

SPECIAL ABILITIES/NOTES

actions 3/2
 weapon speciality - Long sword
 +1
 +2
 1/2 action / level

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SPELL BOOK (SPELL LISTING FOR CLERICS)

INT: BONUS: MAX NO. SPELLS USABLE PER SPELL LEVEL:
 (WRITE NO. ABLE TO MEMORIZE PER LEVEL IN CIRCLE)

1ST LEVEL SPELLS ○ 2ND LEVEL SPELLS ○ 3RD LEVEL SPELLS ○

- 1 Name tongue
- 2 +2
- 3 +2 Regeneration
- 4 +3 Cold Wising
- 5 +4 undead
- 6 flames on command
- 7
- 8
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4TH LEVEL ○ 5TH LEVEL ○ 6TH LEVEL ○ 7TH LEVEL ○ 8TH LEVEL ○

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9TH LEVEL ○

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THIEVING ABILITIES: (DEX:)

ABILITY:	BASE %	BONUS	TOTAL
PICK POCKET	--	--	--
OPEN LOCKS	--	--	--
FIND/REMOVE TRAP	--	--	--
MOVE SILENTLY	--	--	--
HIDE IN SHADOWS	--	--	--
HEAR NOISE	--	--	--
CLIMB WALLS	--	--	--
READ LANGUAGES	--	--	--

(READ MAGIC AT 10TH LEVEL)
 BACK STABBING ABILITY: +4 TO HIT,
 DAMAGE/LEVELS: 2X/1-4,
 3X/5-8, 4X/9-12, 5X/13-16+



17 in + 19 c50
 Dect + 2 1/2"
 spell CN common
 fine metal kind + amount
 Genz
 shafting Room, walls elevators
 Roof in eye Map
 Telek 2500 GP 2X/day
 1 Round at a time speed