

PLAYER'S NAME MARY
 CHARACTER PTHOLEMY
 CLASS MONK/HUMAN
 ALIGNMENT C/E
 EXPERIENCE POINTS

STRENGTH 18¹⁷ DEXTERITY 17
 INTELLIGENCE 14 CONSTITUTION 15
 WISDOM 17 CHARISMA 17
 SA 16 FUA 17 AC: -10
 HP 112 DAMAGE: 50

17540
 127500
 66892

LEVEL: 17



BONUSES + 8 1/2 damage w/ weapons
 + 2 MISSILE
 + THACO - Hands 4
 DAMAGE (406 + 1010) x 6 THACO - Weapons 10

GOLD PIECES
 97
 25

GEMS (TALLY)

10M	5000 I
50 II	10000 IIII
100 IIII	25000 II
500 III	50000 II
1000 IIII	100000 I



POSESSIONS

- 1 HAND AXE
- 9 SHERIKIN
- 1 BACK PACK
- STEEL + FLINT
- 1 WKS RATION
- 50 FEET ROPE
- 2 VIALS HOLY WATER
- 2 VIALS OIL
- 2 VIALS ACID
- MIRROR
- 1 MED WAR HORSE

LOCATION

4

MAGIC ITEMS

- + 3 SPEAR + 3 SPEAR THACO 7
- 1 RING OF VAMPARIC REGENERATION
- + 3 RING OF PROT
- + 4 LEVEL DRAIN BATTLE AXE THACO 6
- CARPET OF FLYING BXS
- RING - 1-1-1-1
- RING - 1-1-1-1
- ROPE
- SPINNING BALLS
- + 4 + 2 RING OF PROT
- RING OF INVISIBILITY
- 1 AMULET (NON DETECT)
- 1 CLOAK ? Prot + 5
- 1 RING Fire Resistance
- 1 DAGGER + 5 THACO 5
- + 2 Hand Axe THACO 8

SPELL BOOK ON BACK OF SHEET

SPECIAL ABILITIES/NOTES

Psi ability to know when any of the group are in trouble & where to find them.

+ 2 PLATE



MISC. ITEMS

- + 1 HAND AXE + 1 SPEAR BRACERS + 1 PICK
- + 2 LEATHER ARMOR + 2 PROT RING + 5 STAFF
- RING 2 = RING 2 + 3 HALBERD PORTION OF HERB
- 18 + 1 ARROWS + 5 DEFENDER
- + 6 2HND SWD

SPELL BOOK (SPELL LISTING FOR CLERICS)

INT: BONUSES: MAX NO. SPELLS USABLE PER SPELL LEVEL:

(WRITE NO. ABLE TO MEMORIZE PER LEVEL IN CIRCLE)

1ST LEVEL SPELLS ○

- 1 Speak w/Animals
- 2 98% ESP Res
- 3 Immune Haste, Slow, Disease
- 4 Feign Death 36 turns
- 5 Heal Self 106 +12
- 6 Speak w/Plants
- 7 95% resist charm
- 8 18 Intell vs mind blast
- 9 Immune to Poison
- 10 Immune Quest/Gens
- 11 Quivering Palm
- 12
- 13
- 14
- 15
- 16
- 17
- 18

2ND LEVEL SPELLS ○

- 1 1/2 Damage from magic attacks -
- 2 +0 damage if save is rolled.
- 3 parry missiles - save vs paralyz
- 4
- 5
- 6 + 8 1/2 damage w weapons
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

3RD LEVEL SPELLS ○

- 1 17 times per day
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

4TH LEVEL ○

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

5TH LEVEL ○

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

6TH LEVEL ○

7TH LEVEL ○

8TH LEVEL ○

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

Martial Arts Manuevers.

9TH LEVEL ○

- 1 Iron Fist
- 2 Crushing Blow
- 3 Eagle Claw
- 4 Circle Kick 2xDamage
- 5 Backward kick
- 6 Incapacitator
- 7 Faint
- 8 Instant Stand
- 9 Meditation
- 10 All Around Sight
- 11 Weapon Catch
- 12 Blind Fighting
- 13
- 14
- 15
- 16
- 17
- 18

THIEVING ABILITIES: (DEX: 17)

ABILITY:	BASE %	BONUS	TOTAL
PICKPOCKET	-	5	-
OPEN LOCKS	99	10	109
FIND/REMOVE TRAP	99	-	99
MOVE SILENTLY	99	15	114
HIDE IN SHADOWS	59	-	60
HEAR NOISE	99	1	99
CLIMB WALLS	99	-	-
READ LANGUAGES	-	-	-

More 32"

(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+~~



Karate
6/1
5D10 ea

13 Proficiencies: Swimming 18
Read & Write 15
Ride Horse 20
Tumbling 17
Religion 17

Weapons 9
Battle Axe pick & man
Kend Axe
Spear
Dagger
Hand Axe