Title All Alignment Low, Neutrality, Chaos Title Experience level Experience level CHARACTER RECORD SHEE ABILITY SCORES STR Melce att /damage, Open doors INI Longuages, Literacy W Magic wands P Paralysis, Order and Actions, Act Initiative Saving throw: Roll over or equal on 1d20 COMBAT His points Act Maximum hit points Armour Class Attack bomes Attack bomes ABILITIES, SKILLS, WEAPONS ALL Alignment Low, Neutrality, Chaos CHARACTER RECORD SHEE CHARACTER RECORD	PC			Character name	al D	-51	HOOL:
ABILITY SCORES SAVING THROWS TR Melec att./damage, Open doors INT Languages, literacy W Magic wands P Paralysis, petrification B Breath attacks AC, Initiative S Spells, magic rods, magic staves WIS modifier to saves vs magic LOMBAT HI points Max Maximum hit points Armour Class AII Altack bomes AII ARIACLER RECORD SHEE CHARACTER RECORD SHEE HARACTER RECORD SHEE CHARACTER CORD SHEE CHARACTER CHARACTER CORD SHEE CHARACTER CHARACTER	Class		AL				
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B Breath attacks B Breath attacks CON Hit points S Spells, magic rods, magic staves WIS modifier to saves vs magic	WIS	Saves vs magic	P				
Sepells, magic rods, magic staves	DEX		В				
#Reactions, #Retainers, Loyalty Ability check: Roll under or equal on 1d20 **COMBAT** Hit points Hit points Listen at door (based on STR)	CON		S				
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Ov Overland: ½ base mv. rate (miles/da Exploration: base mv. rate (feet/turn En Encounter: ½ base mv. rate (feet/roun Notice By class; extra	ABILITI	es, drills, yyea	PUNS			-1n-6	(1-in-6 or by class)
Ex Exploration: base mv. rate (feet/turn) En Encounter: ½ base mv. rate (feet/roun) En Encounter: ½ base mv. rate (feet/roun)					Moyem	ENT	Base mv. rate = 120, unless encumbered
mv. rate (feet/turn En Encounter: ½ base mv. rate (feet/roun Encounter: ½ base Encounter: ½ bas					Ov		Overland: ½ base mv. rate (miles/day)
mv. rate (feet/roun INCIINCEC By class; extra					Ex		Exploration: base mv. rate (feet/turn)
LANGUAGES By class; extra langs. if INT 13+					En		Encounter: ½ base mv. rate (feet/round)
					Langua	IGES	
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Unencumbering Items	Base Mv. Rate	Packed Items
		STR 18+
		STR 16+
		STR 13+
		STR 9+ STR 6+
		STR 4+
Clothing, necklaces, rings, etc. Not encumbering unless carried in large numbers (referee's judgement).	120' (40')	-
EQUIPPED ITEMS		
	90' (30')	
	60' (20')	
	30' (10')	
Anything held, actively in use, or ready to use at short notice: armour worn, shields or weapons held, sheathed weapons, items worn on the belt. Spells, mounts, retainers, areas explored, clues		All other equipment, packed into sacks, backpacks, etc. In combat, retrieving a packed item optionally takes one round. STR modifier (optional): Optionally, remove slots at the top of the list based on the character's STR score. If not using this optional rule: Remove the top 3 slots.
Experience points Next	Exp for	erience points next level
%		ne requisite lifier to XP