Name _____

Height _____ class Fighter _____

Weight _____ Z. sign _____

Secondary Skill _____

Level

Alig.

_____ x.p.
X.P. Total

_____ x.p.
Next level at

_____ %
Bonus to X.P.

Saving Throws

Death or Poison	Wands	Paralysis or Petrification	Breath Attacks	Spells, Rods or Staves

Treasure

Coins	Value	#/1q
hp : halfpenny (*iron*)	2 hp = 1 p	200
p : penny (*copper*)	5 p = 1 s	100
tp : two pence (*brass*)	1 tp = 2 p	50
s : shilling (*silver*)	1 s = 5 p	20
hq : halfquid (*electrum*)	1 hq = 10 s	2
q : quid (*gold*)	1 q = 20 s	
f : fiver (*platinium*)	1 f = 5 q	1/5
b : bar (*gloomium*)	1 b = 10 f	1/50

Equipment & Magic items

Strength — Melee Bonus

Intelligence — Additinal Languages; Starting spells; Copy scroll

Wisdom — Magic Save Bonus

Dexterity — Missile Bonus; AC Bonus; Skill Bonus; Initiative Bonus

Constitution — Hit Points Bonus

Charisma — NPC Reaction; Max # Retainers; Retainers Loyalty

THAC0	Level
19	1-2
18	3
17	4
16	5
15	6
14	7-8
13	9
12	10-11
11	12
10	13
9	14

LV	X.P.
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	120,000
9	240,000
10	360,000
11	480,000
12	600,000
13	720,000
14	840,000

Armour: Any
Weapons: Any
Cleave: When a fighter kills or incapacitates an opponent with a melee or missile attack, he may immediately make another attack against another opponent within 5' of the target he has just dropped. The additional attack must be with the same weapon as the attack that killed the previous opponent. If engaged in melee, the attacker may move 5' between each attack, subject to his max. combat movement per round. The maximum # of cleave attacks per round is equal to his Hit Dice.
Weapon specialization: choose a melee weapon at first level to get +1 to hit and +1 to damage with it. The bonus increase to +2/+2 at 7th level.
Attacks per round: 3 attacks per 2 rounds at 5th level and 2 attacks per round at 9th level.

Saving Throws

Lv	D	W	P	B	S
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-14	4	5	6	5	8

STR mod. to encumbrance

Encumbrance vs MVR
≤ 750 c. : 120' (40')
≤ 950 c. : 90' (30')
≤ 1,150 c. : 60' (20')
≤ 1,600 c. : 30' (10')

Fighter 1.0

Movement Rate
( )
exploration encounter

Adjusted Total weight

Armour weight
Weapons weight
Equipment weight
Treasure weight

Armour & defensive items

Languages
Common (Havenspeak), alignment

Literacy ☐

THAC0

AC

HP

Open Doors
Listen at door
Find Room Traps
Find Secret Door

Weapon	Mod. INIT	Mod. hit/dam	Damage	Weight	Short (+1)	Medium	Long (-1)