Name _____

Height _____ class Cleric

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

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

Saving Throws

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

TURN UNDEAD

LV	1	2	2*	3	4	5	6	7-9
1	7	9	11	–	–	–	–	–
2	T	7	9	11	–	–	–	–
3	T	T	7	9	11	–	–	–
4	D	T	T	7	9	11	–	–
5	D	D	T	T	7	9	11	–
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

To turn the undead, roll 2d6.
If the attempt succeeds, roll 2d6 to determine the number of HD affected.

Armour: Any, including shields
Weapons: Any blunt weapons
Bonus spells per level: Magic save bonus.

Spells

LV	1	2	3	4	5	X.P.
1	–	–	–	–	–	0
2	1	–	–	–	–	1,500
3	2	–	–	–	–	3,000
4	2	1	–	–	–	6,000
5	2	2	–	–	–	12,000
6	2	2	1	1	–	25,000
7	2	2	2	1	1	50,000
8	3	3	2	2	1	100,000
9	3	3	3	2	2	200,000
10	4	4	3	3	2	300,000
11	4	4	4	3	3	400,000
12	5	5	4	4	3	500,000
13	5	5	5	4	4	600,000
14	6	5	5	5	4	700,000

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′)

cleric
1.0

Movement Rate
( )
exploration encounter

Adjusted Total weight

Armour weight
Weapons weight
Equipment weight
Treasure weight

Open Doors
Listen at door
Find Room Traps
Find Secret Door

Armour & defensive items

Languages
Common (Havenspeak), alignment

Literacy ☐

THAC0

AC

HP

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