Name _____

Height _____ class Magic-user

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

Armour: None
Weapons: Dagger, dart, staff.
Bonus spells per lv: INT bonus.

Spells

LV	1	2	3	4	5	6	X.P.
1	1	–	–	–	–	–	0
2	2	–	–	–	–	–	2,500
3	2	1	–	–	–	–	5,000
4	2	2	–	–	–	–	10,000
5	2	2	1	–	–	–	20,000
6	2	2	2	–	–	–	40,000
7	3	2	2	1	–	–	80,000
8	3	3	2	2	–	–	150,000
9	3	3	3	2	1	–	300,000
10	3	3	3	3	2	–	450,000
11	4	3	3	3	2	1	600,000
12	4	4	3	3	3	2	750,000
13	4	4	4	3	3	3	900,000
14	4	4	4	4	3	3	1,050,000

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′)

Magic-user
1.0

Movement Rate
( )
exploration encounter

Adjusted Total weight

Armour & defensive items

Armour weight

Weapons weight

Equipment weight

Treasure weight

Languages — Literacy ☐
Common (Havenspeak), alignment

THAC0

AC

HP

Saving Throws

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

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

Open Doors

Listen at door

Find Room Traps

Find Secret Door