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St r engt h	Dexterity	Constitutio	on	Int el ligence			sdom		Charisma	
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Muscle	Balance	Fit ne	ss	Knowledge	•	WillP	ower	A	ppearance	·
Attack Adjustment	Defensive Adjust ment	Hit Poir Adjust mer	nt it	Bonus # of Proficiencies		Magi Adjust	c Def. ment	A	Reaction djustment	L
Damage Adjust ment	React ion Adjust ment	Syst e Shoe	em ck	Percent To Learn Spell		Perce Spell Fa	nt of ilure		Number of Henchmen	
Maximum Press	Missil e Adjust ment	Resurrect ic Chance	on ce	Maximum Spell Level		Bon	us Spe	lls	Loyalty Base	
Open Doors		Poisc Sav	on /e	Maximum # of Spells						
Bend Bars / Lift Gates			L	Second						
Weight Allowance							Third Level			
		~					ourth Level			
Comba	t Arm	or Class:		Hit Poir	nt s:			Savir	ng Thr	ows
THACO		Worn:		Dice Ro	lls:			Paralyz	ation/	
								Death Petrifi	n Magic ∟	
Base Init		o Shield:						Poly	ymorph	
Non-Proficiency Penalty				aving Thr		difier		od/St af	f/Wand	
Number Of Proficiencies	No	Dex Adj:						reath V	Weapon	
Increase Per level		Rear:							Spells	
Weapor	ns Attack Adj.	Damage Damag Adj. vs. Siz	e Knock e down		Speed	Туре	Size	Reach	Ranş Spec	ge/ ial
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Tr	ai	ts & Non-Weapon Proficiencies:	
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		Racial Abilities	
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