

Adventurer's Name:

Armor Class	7 [12]	Hit Points	38	Saving Throw	5
Class	MU	Speed	12	XP	493,000
Level	13	Race	Human	Corruption	5
Strength	11	Dexterity	11	Constitution	12
Intelligence	17	Wisdom	13	Charisma	15
Gold	274,700	Spell Levels	4/4/4/3/3/3		
Bonuses					
Corruptions	Intimidation, Stormy				

Weapon/ Magic Item	Attack Bonuses	Charges and Features
Dagger (x2)	+2/ +2	
Cloak of Protection +2		+2 Saving Throws
Potion of Extra Healing		
Potion of Fire Resistance		
Robe of Bones		
Bracers		

Equipment	Equipment
Clothing	Rations (2)
Canteen	Dagger
Mirror	Unholy Symbol
Backpack	Lantern
Oil (2)	Tinderbox
Spellbook	

Climb	Delicate	Hear	Hide	Move	Open Locks

Spell	Level	Spell	Level	Spell	Level
Burning Hands	1	Detect Invisibility	2	Dispel Magic	3
Charm Person	1	Knock	2	Explosive Runes	3
Magical Missile	1	Strength	2	Fly	3
Read Magic	1	Web	2	Lightning Bolt	3
Fear	4	Cone of Cold	5	Death Spell	6
Ice Storm	4	Hold Monster	5	Guards and Wards	6

Spell	Level	Spell	Level	Spell	Level
Polymorph Self	4	Plant Growth	5	Invisible Stalker	6

Skill	Level	Skill	Level	Skill	Level

Languages		
Common Tongue	Dwarven	Elvish
Dragon	Giantish (inc. Ogres)	Goblinoid (inc. Orcs)
Minotaur	Drow	

Treasures		