

Adventurer's Name:

Armor Class	7 [12]	Hit Points	38	Saving Throw	5
Class	MU	Speed	12	XP	493,000
Level	13	Race	Human	Alignment	Chaotic
Strength	11	Dexterity	13	Constitution	12
Intelligence	16	Wisdom	13	Charisma	9
Gold	74,700	Spell Levels	4/4/4/3/3/3		
Bonuses					

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

Equipment	Equipment
Clothing	Rations
Canteen	Dagger
Mirror	Unholy Symbol
Backpack	Oil (3)
Lantern	Parchment
Ink (2)	Quills (5)
Crucible	

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

Spell	Level	Spell	Level	Spell	Level
Ice Storm	4	Hold Monster	5	Guards and Wards	6
Polymorph Self	4	Plant Growth	5	Invisible Stalker	6

Skill	Level	Skill	Level	Skill	Level

Languages		
Common Tongue	Dwarven	Elvish
Dark Elf	Giantish (inc. Ogres)	Goblinoid (inc. Orcs)

Treasures		