| RAMPAGE AMID THE RUINS CHARACTER SHEET |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| CLASS/LEVEL MU / Th 2 |  |  |  | alignment Neutral |  |
| GOD (If Initiated) | Size: M |  | Base Move: 30 | Vision Normal |  |
| STRENGTH | INTELLIGENCE | WISDOM | DEXTERITY | CONSTITUTION | CHARISMA |
| 13 | 18 | 11 | 15 | 10 | 10 |



## COMBAT INFO

ADJ. MOVE: 30 Attack Bonus: ${ }^{+1}$
Combat Bonuses: DEX:+1 to Hit with missiles weapons; +1 to AC

| Weapon | Total Attack Bonus | Damage | Size | Hands | Range | ROF/Features |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| Dagger | +1 | d 4 | S | 1 | melee | FD / AM |
| Dagger (Hurled) | +2 | d 4 | S | 1 | $10 / 20 / 30$ | ROF: 1 |
| Bastard Sword 1H | +1 | d 6 | M | 1 | melee | FD / DA |
| Bastard Sword 2H | +1 | d 8 | M | 2 | melee | FD / DA |
| Longbow | +2 | d 6 | M | 2 | $70 / 140 / 210$ | RoF: 2 |

Adventuring Skills and Other Abilities of Note (Skill Roll):

Elf Immunities
Secret Door Skills
Thief Skills

Mystic Reserve
Bolt \& Cast (INT Bonus)

Languages: Common
Bugbear
Orcish
Goblin

Elven
Badgermon
Hobgoblin
Gnome
WEALTH


## WILL

## OTHER NOTES:

-original CON of 11 knocked down to 10
Backstab Bonus: +4 to Hit - 2x Damage
Thieves Skills: 3-4 on D4

- Climb Walls
- Hear Noise
- Hide in Shadows
- Move Silently
- Open Lock

Secured Stuff
Scroll of Ice bolt
'Spelloire' Spellbook

Spells (normally memorized)
Level 1 (3x/day):

- Sleep [] Air Shield [ ] Stone Missile []

Alts: $\qquad$ [] $\qquad$ []

Level 2 (1x/Day)(once 3rd level)

- []

Lt Horse: AC:11 +2 / 1d8 trample Move: 45
(Shortbow stored on Horse)

