Cleric

Player Name: ***Date:***

Attributes	Bonus
Str: _____	___
Dex: _____	___
Con: _____	___
Int: _____	___
Wis: _____	___
Chr: _____	___

Name: _____

Species: _____

Class: Cleric

Level: _____

AC: _____

Maximum Hit Points	Death Limit	Damage	Gold	EXP

Max # of Spells

1	2	3	4	5	6

Spells Used

1	2	3	4	5	6
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○

Weapons

Weapon	# of Attack Dice	Total to-hit Bonus	To-Hit Bonuses: Species	Class	Dex	Weapon	Damage	Melee Str Bonus
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 +	☐
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 +	☐
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 +	☐
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 +	☐

Armor & Equipment

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Cleric Class Progress

Clerics can only use a mace or morningstar as a weapon, and they can use any armor. Clerics are the only class that can use magical staff. A magical staff's bonus is added to the dice total for healing spells for each target. Clerics can use any level scroll of clerical spells.

Cleric Level	HP	Death Limit	Attack	Spells	EXP
1	6	-2	2 dice	3 – – – – –	
2	2d6	-3	3 dice	4 – – – – –	2,500
3*	2d6 +1	-4	3 dice +1	4 2 – – – –	5,000
4	3d6	-5	4 dice	5 3 – – – –	10,000
5	4d6	-6	5 dice	5 3 2 – – –	20,000
6*	4d6 +1	-7	5 dice +1	6 4 3 – – –	35,000
7	5d6	-8	6 dice	6 4 3 2 – –	70,000
8	6d6	-9	7 dice	7 5 4 3 – –	150,000
9*	6d6 +1	-10	7 dice +1	7 5 4 3 2 –	250,000
10	7d6	-11	8 dice	8 6 5 4 3 –	370,000
11	8d6	-12	9 dice	8 6 5 4 3 2	510,000
12*	8d6 +1	-13	9 dice +1	9 7 6 5 4 3	670,000
13	9d6	-14	9 dice +2	9 8 7 6 5 4	850,000
14	9d6 +1	-15	9 dice +3	9 9 8 7 6 5	1,050,000
15*	10d6	-15	9 dice +4	9 9 9 8 7 6	1,270,000
16	11d6	-15	9 dice +5	9 9 9 9 8 7	1,510,000
17	11d6 +1	-15	9 dice +6	9 9 9 9 9 8	1,770,000
18*	12d6	-15	9 dice +7	9 9 9 9 9 9	2,050,000

**On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.*

Cleric Spells List

Level 1 - Bless: +1 to-hit bonus for all friendly targets for the entire encounter.

Level 1 - Cure Light Wounds: Heals 1d6+1 + Wis bonus to 1 friendly target.

Level 2 - Spiritual Hammer: An extra missile attack every round, first round included for the entire encounter. The attack is as if the cleric made a physical attack.

Level 2 - Healing Wave: Heals all friendly targets 1d6 + Wis bonus for the entire encounter.

Level 2 - Lesser Protection: Damage reduction 1 for all friendly targets for the entire encounter.

Level 3 - Cure Serious Wounds: Heals 3d6+3 + Wis bonus to 1 friendly target.

Level 3 - Prayer: +2 to-hit bonus for all friendly targets for the entire encounter.

Level 4 - Cleansing Wave: Heals all friendly targets 2d6+1 + Wis bonus.

Level 4 - Protection: Damage reduction 2 for all friendly targets for the entire encounter.

Level 5 - Cure Critical Wounds: Heals 5d6+5 + Wis bonus to 1 friendly target.

Level 5 - Sanctify: +3 to-hit bonus for all friendly targets for the entire encounter.

Level 6 - Greater Protection: Damage reduction 3 for all friendly targets for the entire encounter.

Level 6 - Spiritual Wave: Heals all friendly targets 3d6+2 + Wis bonus.

Gaining Levels

- The new hit points are calculated by re-rolling. If the new hit point total is lower or equal to the old hit point total, add one to the old hit point value for the new total. When re-rolling hit points sum these totals:
  - New level die rolls as indicated in the table.
  - Plus species bonus.
  - Plus constitution bonus times the character level.
- The death limit is increased.
- Weapons attack dice are adjusted.

Helm's Slain — Fighter

Player Name: ***Date:***

Attributes	Bonus
Str: _____	___
Dex: _____	___
Con: _____	___
Int: _____	___
Wis: _____	___
Chr: _____	___

Name: _____

Species: _____

Class: *Fighter*

Level: _____

AC: _____

Maximum Hit Points	Death Limit	Damage	Gold	EXP

Weapons

Weapon	# of Attack Dice	Total to-hit Bonus		To-Hit Bonuses: Species	Class	Dex	Weapon	Damage	Melee Str Bonus
_____	☐	☐	=	☐ +	☐ +	☐ +	☐	1d6 +	☐
_____	☐	☐	=	☐ +	☐ +	☐ +	☐	1d6 +	☐
_____	☐	☐	=	☐ +	☐ +	☐ +	☐	1d6 +	☐
_____	☐	☐	=	☐ +	☐ +	☐ +	☐	1d6 +	☐

Armor & Equipment

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Fighter Class Progress

Fighters can use any armor and any weapon.

Fighter Level	HP	Death Limit	Attack	EXP
1	7	-3	2 dice +1	
2	2d6 +1	-4	3 dice +1	2,000
3*	3d6 +2	-5	4 dice +1	4,000
4	4d6 +2	-6	5 dice +1	8,000
5	5d6 +3	-7	6 dice +1	16,000
6*	6d6 +3	-8	7 dice +1	32,000
7	7d6 +4	-9	8 dice +1	64,000
8	8d6 +4	-10	9 dice +1	100,000
9*	9d6 +5	-11	10 dice +1	200,000
10	10d6 +5	-12	11 dice +1	320,000
11	11d6 +6	-13	12 dice +1	460,000
12*	12d6 +6	-14	13 dice +1	620,000
13	13d6 +7	-15	13 dice +2	800,000
14	14d6 +7	-16	13 dice +3	1,000,000
15*	15d6 +8	-17	13 dice +4	1,220,000
16	16d6 +8	-18	13 dice +5	1,460,000
17	17d6 +9	-19	13 dice +6	1,720,000
18*	18d6 +9	-20	13 dice +7	2,000,000

**On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.*

Gaining Levels

- The new hit points are calculated by re-rolling. If the new hit point total is lower or equal to the old hit point total, add one to the old hit point value for the new total. When re-rolling hit points sum these totals:
  - New level die rolls as indicated in the table.
  - Plus species bonus.
  - Plus constitution bonus times the character level.
- The death limit is increased.
- Weapons attack dice are adjusted.

Paladin

Player Name: ***Date:***

Attributes	Bonus
Str: _____	___
Dex: _____	___
Con: _____	___
Int: _____	___
Wis: _____	___
Chr: _____	___

Name: _____

Species: _____

Class: Paladin

Level: _____

AC: _____

Maximum Hit Points	Death Limit	Damage	Gold	EXP

Lay of Hands

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Weapons

Weapon	# of Attack Dice	Total to-hit Bonus	To-Hit Bonuses: Species	Class	Dex	Weapon	Damage: Melee Str Bonus
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 + ☐
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 + ☐
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 + ☐
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 + ☐

Armor & Equipment

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Paladin Class Progress

Paladins can use any armor and any weapon. Paladins have Spiritual Protection, which means that for each point of charisma bonus they gain 1 point of damage reduction per hit received. The damage cannot be reduced to less than 1. All hits do at least 1 point of damage.

Twice per dungeon run a paladin can use a special ability called “lay of hands”. Lay of hands heals any person that the paladin touches. The amount of healing is the paladin's level times the paladin’s charisma bonus. During a combat round, lay of hands can be performed by the paladin instead of attacking (the paladin must choose one or the other). A paladin that does not attack may use lay of hands during the Spells segment of the combat round even if the paladin is in the front row of the battle board. A paladin can choose to use both lay of hands at the same time on the same target.

Paladin Level	HP	Death Limit	Attack	EXP
1	6	-2	2 dice	
2	2d6	-3	3 dice	2,250
3*	2d6 +1	-4	3 dice +1	4,500
4	3d6	-5	4 dice	9,000
5	4d6	-6	5 dice	18,000
6*	4d6 +1	-7	5 dice +1	33,500
7	5d6	-8	6 dice	67,000
8	6d6	-9	7 dice	125,000
9*	6d6 +1	-10	7 dice +1	225,000
10	7d6	-11	8 dice	345,000
11	8d6	-12	9 dice	485,000
12*	8d6 +1	-13	9 dice +1	645,000
13	9d6	-14	9 dice +2	825,000
14	9d6 +1	-15	9 dice +3	1,025,000
15*	10d6	-15	9 dice +4	1,245,000
16	11d6	-15	9 dice +5	1,485,000
17	11d6 +1	-15	9 dice +6	1,745,000
18*	12d6	-15	9 dice +7	2,025,000

**On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.*

Gaining Levels

- The new hit points are calculated by re-rolling. If the new hit point total is lower or equal to the old hit point total, add one to the old hit point value for the new total. When re-rolling hit points sum these totals:
  - New level die rolls as indicated in the table.
  - Plus species bonus.
  - Plus constitution bonus times the character level.
- The death limit is increased.
- Weapons attack dice are adjusted.

Rogue

Player Name: ***Date:***

Attributes	Bonus
Str: _____	___
Dex: _____	___
Con: _____	___
Int: _____	___
Wis: _____	___
Chr: _____	___

Name: _____

Species: _____

Class: *Rogue*

Level: _____

AC: _____

Maximum Hit Points	Death Limit	Damage	Gold	EXP

Ambush Dice ☐

Weapons

Weapon	# of Attack Dice	Total to-hit Bonus	To-Hit Bonuses: Species	Class	Dex	Weapon	Damage: 1d6 + Melee Str Bonus
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 + ☐
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 + ☐
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 + ☐
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 + ☐

Armor & Equipment

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Rogue Class Progress

Rogues can wear robes, leather, chainmail and shields as armor. Rogues can use any weapons except crossbows.

In the 1st round of combat, rogues perform an ambush attack, using extra attack dice called "ambush dice", as indicated in the progress table below. Ambush is good for both melee and non-melee combat.

Rogues can use scrolls of clerical or wizard spells.

Rogue Level	HP	Death Limit	Attack	Ambush Dice	EXP
1	6	-2	2 dice	2	
2	2d6	-3	3 dice	2	1,750
3*	2d6 +1	-4	3 dice +1	2	3,500
4	3d6	-5	4 dice	2	7,000
5	4d6	-6	5 dice	3	14,000
6*	4d6 +1	-7	5 dice +1	3	28,000
7	5d6	-8	6 dice	3	57,000
8	6d6	-9	7 dice	3	100,000
9*	6d6 +1	-10	7 dice +1	4	200,000
10	7d6	-11	8 dice	4	320,000
11	8d6	-12	9 dice	4	460,000
12*	8d6 +1	-13	9 dice +1	4	620,000
13	9d6	-14	9 dice +2	5	800,000
14	9d6 +1	-15	9 dice +3	5	1,000,000
15*	10d6	-15	9 dice +4	5	1,220,000
16	11d6	-15	9 dice +5	5	1,460,000
17	11d6 +1	-15	9 dice +6	6	1,720,000
18*	12d6	-15	9 dice +7	6	2,000,000

**On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.*

Gaining Levels

- The new hit points are calculated by re-rolling. If the new hit point total is lower or equal to the old hit point total, add one to the old hit point value for the new total. When re-rolling hit points sum these totals:
  - New level die rolls as indicated in the table.
  - Plus species bonus.
  - Plus constitution bonus times the character level.
- The death limit is increased.
- Weapons attack dice are adjusted.

Wizard

Player Name: ***Date:***

Attributes	Bonus
Str: _____	___
Dex: _____	___
Con: _____	___
Int: _____	___
Wis: _____	___
Chr: _____	___

Name: _____

Species: _____

Class: Wizard

Level: _____

AC: _____

Maximum Hit Points	Death Limit	Damage	Gold	EXP

Max # of Spells

1	2	3	4	5	6

Spells Used

1	2	3	4	5	6
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○

Weapons

Weapon	# of Attack Dice	Total to-hit Bonus	To-Hit Bonuses: Species	Class	Dex	Weapon	Damage	Melee Str Bonus
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 +	☐
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 +	☐
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 +	☐
_____	☐	☐ =	☐ +	☐ +	☐ +	☐	1d6 +	☐

Armor & Equipment

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Wizard Class Progress

Wizards cannot use any armor or shields but can wear magical robes. Wizards can use a dagger, magical sword, or bow as weapons, but not crossbows. Wizards are the only class that can use magic wands. A magic wand's bonus is added to the spellcaster's spell damage, one extra point of damage to each target for each magical plus of the wand. Wizards can use any level scroll of wizard spells.

Wizard Level	HP	Death Limit	Attack	Spells	EXP
1	6	-2	2 dice	3 – – – – –	
2	1d6 +1	-3	2 dice +1	4 – – – – –	2,500
3*	2d6	-4	3 dice	4 2 – – – –	5,000
4	2d6 +1	-5	3 dice +1	5 3 – – – –	10,000
5	3d6	-6	4 dice	5 3 2 – – –	20,000
6*	3d6 +1	-7	4 dice +1	6 4 3 – – –	35,000
7	4d6	-8	5 dice	6 4 3 2 – –	70,000
8	4d6 +1	-9	5 dice +1	7 5 4 3 – –	150,000
9*	5d6	-10	6 dice	7 5 4 3 2 –	250,000
10	5d6 +1	-11	6 dice +1	8 6 5 4 3 –	370,000
11	6d6	-12	7 dice	8 6 5 4 3 2	510,000
12*	6d6 +1	-13	7 dice +1	9 7 6 5 4 3	670,000
13	7d6	-14	7 dice +2	9 8 7 6 5 4	850,000
14	7d6 +1	-15	7 dice +3	9 9 8 7 6 5	1,050,000
15*	8d6	-15	7 dice +4	9 9 9 8 7 6	1,270,000
16	8d6 +1	-15	7 dice +5	9 9 9 9 8 7	1,510,000
17	9d6	-15	7 dice +6	9 9 9 9 9 8	1,770,000
18*	9d6 +1	-15	7 dice +7	9 9 9 9 9 9	2,050,000

**On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.*

Wizard Spells List

Level 1 - Magic Missile: 1d6+1 + Int bonus damage, 1 target.

Level 1 - Shield: Caster gains AC 12 for the entire encounter.

Level 2 - Burning Hands: 1d6+1 + Int bonus damage, 3 targets.

Level 2 - Strength: +1d6 melee damage for the entire encounter. 1 friendly target.

Level 3 - Fireball: 3d6 + Int bonus damage, 5 targets.

Level 3 - Lightning Bolt: 5d6 + Int bonus damage, 3 targets.

Level 4 - Force Field: Caster gains AC 14 and damage reduction 2 for the entire encounter. Plus damage reduction 6 from ranged attacks.

Level 4 - Ice Storm: 7d6 + Int bonus damage, 3 targets.

Level 5 - Cone of Cold: 9d6 + Int bonus damage, 3 targets.

Level 5 - Cloudkill: 1d6 + Int bonus damage every round for the entire encounter, all enemy targets.

Level 6 - Disintegrate: 11d6 + Int bonus damage, 1 target.

Level 6 - Shape Change: The caster gains 20 hp, has AC 12 and attacks as a monster at 15 dice + 5 for the entire encounter. Cannot cast spells or use weapons while shape changed. The attack dice are adjusted by the caster's Dex and Str modifiers. Bonuses from magical equipment carry over to the new form.

Gaining Levels

- The new hit points are calculated by re-rolling. If the new hit point total is lower or equal to the old hit point total, add one to the old hit point value for the new total. When re-rolling hit points sum these totals:
  - New level die rolls as indicated in the table.
  - Plus species bonus.
  - Plus constitution bonus times the character level.
- The death limit is increased.
- Weapons attack dice are adjusted.