

DWIMMERMOUNT



NAME

ARMOR
CLASS

HIT
POINTS

CLASS

RACE

LEVEL

ALIGN

STR

INT

WIS

DEX

CON

CHA

ADJUSTMENT

MODIFIER TO HIT, DAMAGE,
AND FORCING DOORS

ADDITIONAL LANGUAGES
ANTI-MIN/MAX SPELLS

SAVING THROW MODIFIER
AND ADDITIONAL SPELLS

ARMOR CLASS, MISSILE
ATTACK, INITIATIVE MOD,

HIT POINT MODIFIER,
RESURRECTION AND SHOCK

REACTION, RETAINERS
AND MORALE

BREATH

BONUS:

DEATH

BONUS:

STONE

BONUS:

WAND

BONUS:

SPELL

BONUS:

WEAPON

DAMAGE

WEAPON

DAMAGE

9

8

7

6

5

4

3

2

1

0

TO HIT ARMOR CLASS



DWIMMERMOUTH

HIRELINGS AND HENCHMEN

NAME CLASS / LEVEL HP AC WEAPON / DAMAGE

EQUIPMENT AND ITEMS

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SPELLS AND ABILITIES

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WEALTH AND TREASURE

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SPELLS PER DAY

1		2		3	
4		5		6	

LANGUAGES:

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EXPERIENCE POINTS (1)

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