

# The Majestic Wilderlands

Equipment:

Encumbrance:

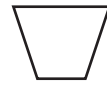
NAME: \_\_\_\_\_ BACKG: \_\_\_\_\_



INIT

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_

STR  Melee To Hit/Damage



HP



WOUNDS



Move

DEX  Missile To Hit/AC Adjust/Init



Melee To Hit



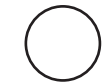
Missile To Hit



AC

CON  HP Mod

INT  Max Lang/Max Spell



Base To Hit

WIS  Add Spells

Saving Throw

Bonus Save

CHA  Max Hire

Bonus Save

HD	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9 HD	10 HD	11 HD	12 HD	13 HD
To Turn													

## Abilities Bonuses

Name/Attribute	Bonus
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Innate Abilities:

Experience:

Next Experience Level:	XP Bonus
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# The Majestic Wilderlands

Equipment:

Encumbrance:

Spells

# Lvl 1	# Lvl 2	# Lvl 3	# Lvl 4	# Lvl 5	# Lvl 6	# Lvl 7	# Lvl 8	# Lvl 9
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Level 1	Level 2	Level 3
Level 4	Level 5	Level 6
Level 7	Level 8	Level 9

NAME: \_\_\_\_\_ BACKG: \_\_\_\_\_

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_



INIT

STR



HP



WOUNDS

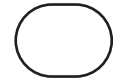


Move

DEX



Melee To Hit



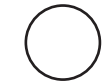
Missile To Hit



AC

CON

INT



Base To Hit

WIS

CHA

Saving Throw

Bonus Save

Bonus Save

HD	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9 HD	10 HD	11 HD	12 HD	13 HD
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## Abilities Bonuses

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Innate Abilities:

Experience:

Next Experience Level:  XP Bonus: