

Name:		Race:	
Class:		Distance Weapon	
Hero Actions	Helmet		
Attack, Cast Spells, Search (for treasure, passages, traps, thrown weapons), Disarm a Trap, Perform a Feat, Run	Armour	Shield	
	Right Hand	Left Hand	
Non-Actions	Abilities - A Roll of 7 or greater equals success		
Open & Close Doors, Talk, Listen, Look, Trade.	Find Traps	Disarm Traps	
	Find Secret Doors	(Tool Kit)	
	N/A D8 D10 D12 D20 +	N/A D8 D10 D12 D20 +	
Alignment	Feat of Strength		
	N/A D8 D10 D12 D20 +	Feat of Dexterity	
		N/A D8 D10 D12 D20 +	
Body Points	Wounds		Mind Points
Artifacts		Gold	

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