

YAMACHA THE BARBARIAN

 OUTLAW THE ROGUE

 ALOONDA THE MAGE

 BADWIGG THE CLERIC

STRAW MAN		SLOBGOBLIN		MARSHMALLOW GOLEM		UNIBROWNIE		MECHANIZED WAR PIGEON	
WHIFF SPIDER	BINWRAITH		SABRETOOTH TROLL		HERBAVIRE		FROGLADYTE		TURTOID
	SHUFFLEBALL ZOMBIE	BOTATA MANGOBBLER	GOTH GIANT		NAGGING HARPY		JELLY CUBE		
MORELLEON			PORTADJINN	HOPPALOPPER		SCRIMSHAOLIN		RHUDDIST MONK	
		UNPAID TEMPLE INTERN		ARC ANGEL	FOG GIANT	VAMPIRE LORD THURSTON FURBLUD			DERELICH
WERESQUIRREL	BLACKWILLOW DWARF		MIND SLAYER		ROOTBEARD TREE		SAND WITCH		
		CRETTIN		CENTICORN		WHIPPER SNAPPER		DIFFICULTIST	
ELDERLY SKELETON		DOOMSPUD		DWORC		UNION KOBOLD			MATTRESS GREMLIN

Cross off the monsters as you defeat them.

WEAPON LEVEL

HEALING POTIONS

<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1d6	1d8	1d10	1d12	1d20					

BONUS TOTALS

To Hit

Damage

Gold

Healing

Incredible Item %

Damage Reduction

Skills (Mark in box the current skills you have)

<input type="checkbox"/> 1	+1 to Hit	<input type="checkbox"/> 5	+2 to Hit	<input type="checkbox"/> 9	+3 to Hit
<input type="checkbox"/> 2	+1 to Damage	<input type="checkbox"/> 6	+2 to Damage	<input type="checkbox"/> 10	+3 to Damage
<input type="checkbox"/> 3	+1 gp Per Victory	<input type="checkbox"/> 7	+2 gp Per Victory	<input type="checkbox"/> 11	+3 gp Per Victory
<input type="checkbox"/> 4	+5% to II Rolls	<input type="checkbox"/> 8	+5% to II Rolls	<input type="checkbox"/> 12	+5% to II Rolls

Incredible Items (Mark in box the current items you own)

<input type="checkbox"/> 1	Sharpening Stone +1 to Hit	<input type="checkbox"/> 4	Band of Bothers +1 to Damage	<input type="checkbox"/> 7	Magic Spex Immune to Fumble
<input type="checkbox"/> 2	Shield Stone -1 to Damage Reduction	<input type="checkbox"/> 5	Incredible Abacus +5% to Monsters II total	<input type="checkbox"/> 8	Rabbits Foot Reroll damage die once per battle
<input type="checkbox"/> 3	Healing Stone +1 to all Heals	<input type="checkbox"/> 6	Midas Glove +1 to GP		