

A Choose-Your-Own Adventure Fit for a Neutral Good Deep Gnome

CHARACTER SHEET: Using a printout of the following, fill in the blank boxes with a pencil as instructed before clicking the [start](#) link to begin the adventure.

CHARACTER NAME: _____

RACE: deep gnome

CLASS: ranger/illusionist

ALIGNMENT: neutral good

ABILITIES - Place the following values as you choose below: 16, 14, 13, 11, 10 and 8

STRENGTH: _____

INTELLIGENCE: _____

DEXTERITY: _____

WISDOM: _____

CONSTITUTION: _____

CHARISMA: _____

HIT POINTS - Mark boxes to indicate hit points lost. You start with 3. Follow the link to the [death](#) page if you lose your last remaining hit point and the instructions do not already indicate an ENDING.

1 HIT POINT	1 HIT POINT	1 HIT POINT
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SPELL POINTS - Mark boxes to indicate spell points used. You start with 3 and can no longer use spells that cost a point if all points are already used.

1 SPELL POINT	1 SPELL POINT	1 SPELL POINT
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EQUIPMENT

List things you pick up below; you start with a mace only.

[\[Back to the instructions\]](#)

[\[Start the adventure\]](#)

[\[Song lyrics with possible clues\]](#)