| Race | |
|------------------------------|---|
| Class & Level | |
| Movement | Hit Points Armor Class Saving Three |
| Strength | Melee To-Hit Bonus: |
| Intelligence Melee Hit Bonus | Melee Damage Bonus: Open Doors: Missile To-Hit Bonus: |
| Wisdom | Armor Class Bonus: Hit Point Bonus: |
| Missile Hit Bonus Dexterity | Additional Languages: Bonus 1st level Magic-User Spell: |
| Constitution | Bonus 1st level Cleric Spell: Maximum Hirelings: Loyalty: |
| Charisma | Reaction Bonus/Penalty: Saving Throw: |
| Weapons, Armor, o | and Combat Notes |

| Spells | Race & Class Features | |
|-------------------------|-----------------------------------|---|
| Equipment & Magic Items | S Experience Next Level: Wealth | |
| Misc. & N | Notes | |
| 7 | | 4 |