

Name: _____ **Player:** _____
Race: _____ **Sex:** _____ **Age:** _____
Class: _____ **Level:** _____ **XP:** _____

Strength:	_____	To Hit:	_____	Damage:	_____	Weight:	_____	Open:	_____
Intelligence:	_____	%Chance:	_____	Min#:	_____	Max#:	_____	Max Lvl:	_____
Wisdom:	_____								
Constitution:	_____	Hit Point Bonus:	_____	Res Surv %:	_____	Spell Surv %:	_____		
Dexterity:	_____	Missile Attack Bonus:	_____	Armor Class Adjustment:	_____				
Charisma:	_____	Maximum Number of Retainers:	_____	Loyalty Base:	_____				



Range =

Spells & Abilities

Saving Throws:

Death Ray or Poison:

Wands, Polymorph and Paralyzation

Turn to Stone:

Dragon Breath:

Staves and Spells:

Saving Throws:

Death Ray or Poison:

Wands, Polymorph and Paralyzation

Turn to Stone:

Dragon Breath:

Staves and Spells: