Name:			Player:		
Pace:		•	A		
Class:		el:	XP:		
Strength:	To Hit:	Damage:	Weigh	t: Open:	
Intelligence:				#: Max LvI:	
Wisdom:					
Constitution:	Hit Point Bonus	s:	Res Surv %:	Spell Surv %:	
Dexterity:	Missile Attack I	Bonus:	Armor C	lass Adjustment:	
Charisma:	Maximum Num	ber of Retainers	:	Loyalty Base:	
Armor Class	Hit Points	Move	ement	THAC0 =	
				Melee =	
		<u> </u>	/	Range =	
Equipment	Spe	lls & Abilities			
Weapon 1:					
Weapon 2:					
Weapon Range:					
Bolts - Bullets - Arrow					
00000 00000 00000	00000				
Armor					
Rations (days) Wat	ter skin				_
Flint Steel Light					
Bedroll					
Backpack					
		• =			
		ing Throws:			
		Death Ray or P			
		Wands, Polymo	orph and Paral	yzation	
		Turn to Stone:			
		Dragon Breath			
		Staves and Spe	ells:		
Iron Falcon Character Shee	t		Copy	right © 2015 Chris Gonner	rma