| Character | Record | Shoot |
|-----------|--------|-------|
| | | |

| Character's Name | | Race | Alignment | Age |
|---|--------------------------------|------------------------------------|--------------|---------------|
| Class | Level | Hit Die | FA | Gender |
| ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ | DR | | CA | Height |
| Armor Class | Unskilled Weapon Penalty | Hit Points | TA | Weight |
| ABILITIE | S: | | SAVING THI | ROWS: |
| STRENGTH | T-H/Dr | ng/Test/Feat | | EATH |
| DEXTERITY | T-H/AC | C/Test/Feat | | RANSFORMATION |
| CONSTITUTIO | N HP/% S | Survive/Test/Feat | | EVICE |
| INTELLIGENC | | oells/% Learn spe | | LVICE |
| WISDOM | | | Av | VOIDANCE |
| CHARISMA | | ells/% Learn spel Henchmen/Turn | | DRCERY |
| MOVE RATE: Standard Charge: ANGUAGES: | : — N | ſelee Weapon/D | omg: omg: | |
| PECIAL SKILLS: Class | Abilities, Raci | al Abilities, Thie | f Skills. | |
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| EQUIPMENT | MAGIC ITEMS or SPELLS |
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| MONEY and TREASURE | EXPERIENCE |
| CEMS/JEWELS | |
| PP: GENIS/JEWELS. GP: | |
| EP: | |
| SP: | BONUS/PENALTY: |
| CP: TOTAL VALUE: | Needed for next level: |
| IUIAL VALUE; | recucu for ficat fever, |