				21100	•
smo	dei	ring	Wi791	rd com	

												1	EC	OUIPME	NT CARRIE
Character's Name		Alignme	ent	_											MAGI
Class L	evel	Race													
- T	7	Age	_												
Armor Class	Hit Points	Gender	_	L	Cha	racte	r Ske	tch or	Sym	bol					
ABILITIES:				S	SAVIN	NG TI	HRO	WS:							
STRENGTH	Adjustment			-			SPEL STAF		мAG	IC					
INTELLIGENCE	Languages / Min/Max Sp	% Knov	v Spel	1			MAG	IC W	AND						
WISDOM CONSTITUTION	Adjustment			_			DEA POIS		AY oı	-					
	HP Bonus			_			TURI	NED t	o ST	ONE			H		ОТНЕ
DEXTERITY	Missile To-Hit		-	DRAGON BREATH											
CHARISMA	Num. Hirel	ings		_		4									
ENCUMBRANCE: Armore Encumber LANGUAGES:	red? Y / I	N MOV	Æ RÆ	ATE:	Exp Mo	oving	g/Maj Kori	pping nally:	:						
SPECIAL SKILLS: Spells, Tu	rn Undead, Rac	cial Abili	ties, T	hief	Skills	5.					1				
															MONEY a
														PP: GP: EP:	
	Target A	AC: 9	8	7	6	5	4	3	2	1	0			SP: CP:	
	Hit Roll Needed														VALUE:

EQUIPMENT CARRIED					
MAGIC ITEMS	NORMAL ITEMS				
OTHER NOTES including places e	explored, people & monsters met				
MONEY and TREASURE	EXPERIENCE				
pp. GEMS/JEWELS:					
11.					
GP:					
EP:					
SP:	BONUS/PENALTY:				
CP:					
TOTAL VALUE:	Needed for next level:				
IVIAL VALUE.					