Character's Name	Alignme	nt	•						
Class Level	Race	_							
	Age	_							
Armor Class Hit Points	Gender	_	_	Char	acter	Sketcl	h or S	ymbol	
ABILITIES:			Sz	AVIN	G TH	ROW	S:		
STRENGTH Adjustmen	īt					EATH DISON	I RAY	or or	
INTELLIGENCE Adjustmen	īt				PO	OLYN	1ORP	ludes H and	
WISDOM Adjustmen CONSTITUTION	it				1	ARAI TONE		TION)	
Adjustmer	nt				D	RAG	ON BI	REAT	Н
DEXTERITY Adjustmen	nt				ST	ΓAVE	S & S	SPELL	S
CHARISMA Adjustmen	nt				4				
ENCUMBRANCE (GP):	MOV	E RA	ATE:	_					_
LANGUAGES:									_
SPECIAL SKILLS: Spells, racial abilities, C	Cleric's tur	ning,	etc						
Target AC:	9 8	7	6	5	4	3	2		
Hit Roll Needed									

EQUIPMENT CARRIED MAGIC ITEMS						
MAGIC ITEMS	NORMAL ITEMS					
OTHER NOTES including places explored, people & monsters met						
MONEY and TREASURE	EXPERIENCE					
GEMS/JEWELS:						
PP:						
GP:						
EP:	DONILIC/DENIAL TV					
SP:	BONUS/PENALTY:					
CP:	N 1 16 (1 1					
TOTAL VALUE:	Needed for next level:					