Name: **Player:**

Race: **Sex:** **Age:**

Class: **Level:** **XP:**

Strength: **AC:** **Movement:**

Intelligence:

Wisdom: **HP:** **Money:**

Dexterity:

Constitution: **AB:**

Charisma:

Equipment:

Weapon:	AB:	Damage:	Range:

Notes:

Saving Throws:

Death Ray or Poison:

Magic Wands:

Paralysis or Turn to Stone:

Dragon Breath:

Rods, Staves, and Spells:

Copyright © 2006 Chris Gonnerman