Name:		Player:	
Race:	Sex:	Age:	
Class:	Level:	XP:	
Strength:	AC:	Movement:	
Intelligence:			
Wisdom:	ЦD.	Money:	
Dexterity:			
Constitution:			
Charisma:			
Spells/Abilities:	Saving Thre	ows:	
	Death Ray or Poison:		
	Magic Wands:		
	Paralysis or Turn to Stone:		
	Dragon Breath:		
	Rods, Staves, and Spells:		
	nous, Slav	es, and Spells:	
	Weapon	AB: Damage: Range:	
	Weapon		
Equipment:	Weapon		
	Weapon:		