Character Name	Abilities	Character Name		
	Strength:			
Player Name	Intelligence:	Player Name		
	Wisdom:			
Race/Class	Dexterity:	Race/Class		
	Constitution:			
Next of Kin	Charisma:	Next of Kin		
Armor Class:	Hit Points:	Hit Points: Armor Class:		
Save Bonus:	To Hit Bonus:	To Hit Bonus: Save Bonus:		
Missile To Hit Bonus:	Melee Damage Bonus:	Melee Damage Bonus: Missile To Hit Bonus:		
Death	Saving Throws: Magic	Death		
Level:	Experience Points:	Level:		
Sketch, Symbol	Appearance	Sketch, Symbol		
Character Name	L Abilities			
Player Name		Player Name		
	Wisdom:	'		
Race/Class	Dexterity:	Race/Class		
	Constitution:	,		
Next of Kin	Charisma:	Next of Kin		
Armor Class:	Hit Points:	Armor Class:		
Save Bonus:	To Hit Bonus:	Save Bonus:		
Missile To Hit Bonus:	Melee Damage Bonus:	Missile To Hit Bonus:		
Throws: Magic Death		Saving Throws: Magic Death		
Level:	Experience Points:	Level:		
Sketch, Symbol	Appearance	Sketch, Symbol		
	Player Name Race/Class Next of Kin  Armor Class: Save Bonus: Missile To Hit Bonus:  Death  Level:  Sketch, Symbol  Character Name Player Name Race/Class Next of Kin  Armor Class: Save Bonus: Missile To Hit Bonus: Death  Level:	Player Name Race/Class Next of Kin  Armor Class:  Save Bonus:  Death  Level:  Character Name  Player Name  Race/Class  Next of Kin  Armor Class:  To Hit Bonus:  Melee Damage Bonus:  Saving Throws: Magic  Experience Points:  Appearance  Abilities  Strength: Intelligence: Wisdom: Dexterity: Constitution: Charisma:  Hit Points:  To Hit Bonus:  Melee Damage Bonus:  To Hit Bonus:  Missile To Hit Bonus:  Melee Damage Bonus:  Strength: Intelligence: Wisdom: Dexterity: Constitution: Charisma:  Hit Points:  To Hit Bonus:  Melee Damage Bonus:  Save Bonus:  Melee Damage Bonus:  Saving Throws: Magic Experience Points:		

Spells, Skills, Followers		Spells, Skills, Followers		
	Treasure		Treasure	
Spells, Skills, Followers		Spells, Skills, Followers		
Equipment	Treasure	Equipment	Treasure	