PLAYE	r's Nan	ΛE		-	GAME	Mast	ER		-		
C _{HAR} .	acter 1	Name		-	Natio	NALITY		-			
CLASS	/Title		LEVEL	-	RELIG	ION		-			
Melee	Missile	Тотаг			Polit	ICS		-			
									Sket	CH OR	Mark
DEF	ENSE	Ніт Р	OINTS	ı	ARMOR	R Proof					
		•	Move		SURPRISE						
ABILIT	TIES						Basic	Action	S	Saves	
TABLET			MELEE	DAMAGE	OPEN		Dision			Onv Es	
	Can av	, OM**	MELEE	DAMAGE	OPEN]		FORCE	OPEN		Terror
	Strength		LISTEN	Turaniana				LOKCE	OPEN		TERROR
			LISTEN	Languages				Τ	_		
	INTELL	IGENCE			. ~			Liste	N		ARTILLERY
			SEARCH	RESIST I	Necroman	NCY		a			
	Wisdom							SEARC	H		Necromancy
			Missile	INITIAT.	Traverse	٦					
	Dexterity							TRAVE	RSE		Special
			HP	Resist I	Poison						
Constitution					CA		CARRY	7		Poison	
	1		REACT.	Hires	Morale						•
	CHARI	ISMA						Conv	INCE		
	•			<u>I</u>	1	_					
CLASS	ABILIT	TES				WEAP	ONS				
Name Effect					Туре		0110	To H1T +/-	DMG DIE	D _{MG} +/-	Encumbr.

EQUIPMENT		
A (carried in hands)	Item D (in pack)	Denier
B (on bandolier)	Item D (in pack)	Sol
B (on bandolier)	Item D (in pack)	Livre
C (on belt or baldric)	Item D (in pack)	PISTOLES
	Item D (in pack)	Other
	Item D (in pack)	_
	Item D (in pack)	_
	Item D (in pack)	_
	Item D (in pack)	
	Item D (in pack)	_
	Item D (in pack)	_
	Item D (in pack)	_
Additional Class A	BILITIES	
Additional Class Ar		
		Experience
Additional Class And Additional Language		Experience Needed: