Name:		Player:
Race:	XP:	Desc:
Class:	Level:	
Strength:	AC:	Movement:
Intelligence:		
Wisdom:	HP:	Money:
Dexterity:		
Constitution:	AB:	
Charisma:		
Spells/Abilities:	Saving Thro	ows:
	Death Ra	y or Poison:
	Magic Wands:	
	Paralysis	or Turn to Stone:
	Dragon Breath:	
	Rods, Sta	aves, and Spells:
	Weapon: 	AB: Damage: Range:
Equipment:	Weapon: Notes:	AB: Damage: Range:
Equipment:		AB: Damage: Range: