Name:		1)layer	Age	
Race:	Class:	Level:	Eyes	Weight
Strength Intelligence		Attack Bonus:	Movement:	Armor Class:
Wisdom Dexterity Constitution		AB and Strengh Bonus/Penalty Attack Bonus w/Missles AB and Dexterity Bonus/Penalty Current HP , Wounds and Condition	pg 36 <b>Agit 19 oints</b>	pg 10
Charisma Special Abilities (as by Race and Class)			Saving Throws Death Ray or Poisc Magic Wands: Paralysis or Turn to Dragon Breath: Rods, Staves, and S Special Adjustments to Saves	on:
			1 gold piece (gp	e (pp) = 5 gold pieces (gp) ) = 10 silver pieces (sp) e (ep) = 5 silver pieces (sp)
(Record additonal equip		Heavy Load		