Name:			Player:		
Race:	Sex		Age:		
Class:		el:			
Strength:	To Hit:	Damage:	Weight:	Oper	n:
Intelligence:					
Wisdom:					
Constitution:	Hit Point Bonus	Point Bonus: Res Surv %:		Spell Surv %:	
Dexterity:			Armor Class Adjustment:		
Charisma:			:Loyalty Base:		
			\neg	AC	To Hi
Armor Class	Hit Points	Movem	ent	9	
\			\	8	
\ /				7	
		 		6	
			_/	5	
Equipment	Spe	ells & Abilities		4	
•					
				0	
				-2	
				-3	
				-4	
				-5	
				-6	
				-7	
				-8	
				-9	
		ing Throws:			
		Death Ray or Poi			
		•	h and Paralyzatio	n	
		Turn to Stone:			
		Dragon Breath: Staves and Spells			