CHARACTER	NAME						_ Player: _	
		SPECIES						
GOD (If Initiated):_	OD (If Initiated):		Size: Base			Vision	sion	
STRENGTH	INTELLI	GENCE V	VISDOM	DEXT	ERITY	CONST	TUTION	CHARISMA
Saving Throw:		Save Bonuse	es:					
ARMOR CLASS	5	HIT POIN	TS	WOUN	DS			
COMBAT INFO ADJ. MOVE: Combat Bonuses:		Attack Bon	ius:					
Weapon	Tota	l Attack Bonus	Damage	Size	Hands	Range	ROF/Fea	atures
Adventuring Skills	and Other	Abilities of No	⊥ ote (Skill Rol):	1			

WEALTH	EXP

<u>Gear</u> Armor Worn:

ITEM	Location	Item	Location

WILL

OTHER NOTES: