		AGE AMII						
CHARACTER	R NAME						Player: _	
CLASS/LEVEL			SPECIES			ALIGNMENT		
GOD (If Initiated):		Size:	Size: Base Move:			Vision		
STRENGTH	INTELLI	GENCE V	VISDOM	DEXT	ERITY	CONST	TUTION	CHARISMA
Saving Throw:		Save Bonuse	es:					
ARMOR CLASS	HIT POIN	HIT POINTS		DS				
COMBAT INFO								
ADJ. MOVE: Attack Bonus:								
Combat Bonuses	:							
Weapon	Tota	al Attack Bonus	Damage	Size	Hands	Range	ROF/Fea	atures
Adventuring Skills	and Othe	r Abilities of No	bte (Skill Rol	l):			1	

WEALTH	EXP

<u>Gear</u> Armor Worn:

ITEM	Location	Item	Location

WILL

OTHER NOTES: