Name					Class:			
Height	Background/Notes:				Race:		Siz	:e:
Weight					Level:			
Age				Α	lignment:			
Languages					ovement:	/	/	/
						Combat $(x\frac{1}{2})$ / Normal		
Attributes	Score (Mod)	Р	Category/Save	Bonus	Notes	-0 AC / -1 AC /	-2 AC /	-4 AC
Strength	()	0	Physical, Paralysis, Constriction					
Dexterity	()	0	Agility, Breath Weapon, Traps					
Constitution	()	0	Endurance, Death Attack, Disease, Energy Drain, Poison					
Intelligence	()	0	Knowledge, Logic, Magic, Illusion					
Wisdom	()	0	Awareness, Intuition, Confusion, Divine, Gaze, Petrification, Polymorph					
Charisma	()	0	Fellowship, Charm, Fear					
			·	Level + Mod				
BtH:	Weapons				AC:			
					Armor:			
					HP:			
Wealth	Equipment			Abiliti	es			
PP:								
GP:								
EP:								
SP:								
CP:								
Other:								
						Experien	ce	
Plaver's Name			Castle Keeper:	Date:		Needed for nex	t level:	