Name:		Player:	
Race:	XP:	Age:	
Class:	Level:	Sex:	
Strength:	AC:	Movement:	GP:
Intelligence:	HP:	Open Doors:	SP:
Wisdom:	AB:	Detect Traps:	CP:
Dexterity:	Init:	Secret Door:	EP:
Constitution:		Surprise:	PP:
Charisma:			
Equipped Items:	Saving Throws:		
-3	Death Ray or Po	Death Ray or Poison: Poison:	
-2	Magic Wands:		
-1	Paralysis of Petri	Paralysis of Petrify: Illusion:	
0	Dragon Breath:		
1	Spells:		— Charm:
2		AP. Damage	
3	Weapon:	AB: Damage	e: Mod: Range
	Spells/Abilities:		
-3			
-2			
-1			
-1			
-1 0 1			
-1 0 1 2			
-1 0 1		Illiterate:	