PLAYER NAME CHARACTER NAME			_	_				NCE		80			
CLASS: BASE MOVEMENT: _ RACE: CLIMBING: LEVEL: SPECIAL MOVE: PLACE OF ORIGIN:					PATRON DEITY:								
SEX: AGE: HEIGHT: WEIGHT:	CLAN: SIBLINGS: STATUS: -				·			Mannerisms/Fears/I that shaped life):_					
S MILL I KN W INI C FI CH AP	TYPE OF ARMOR +	DAM ADJ. LEARN SPELL SYS SH	\ - -	% RES	SPELL FAILURE SPELL FAILURE DEFENSE ADJ. SURRECT IRVIVAL EACTION ADJ.		% %	#/- RESISTANCES: DETECTION: — ((((((NOI))	ON:		or WAND - BREATH (WEAPON - SPELLS -	
NADJUSTED THACO: AC:■	8 7 6 S	5 4 1	3 2 INIT	SPD	MAG	DEX	OTHER	-3 -4 -5 Range: S / M / L			MBAT TIGUE: THACO	-1 -2 DMG S-M / L	-3
SPECIA	AL ABILI	TIES	RACIAL	/ CLASS /	KITS								
NON-WEAPON	N PROFICIENCY:	(_) _					(((

