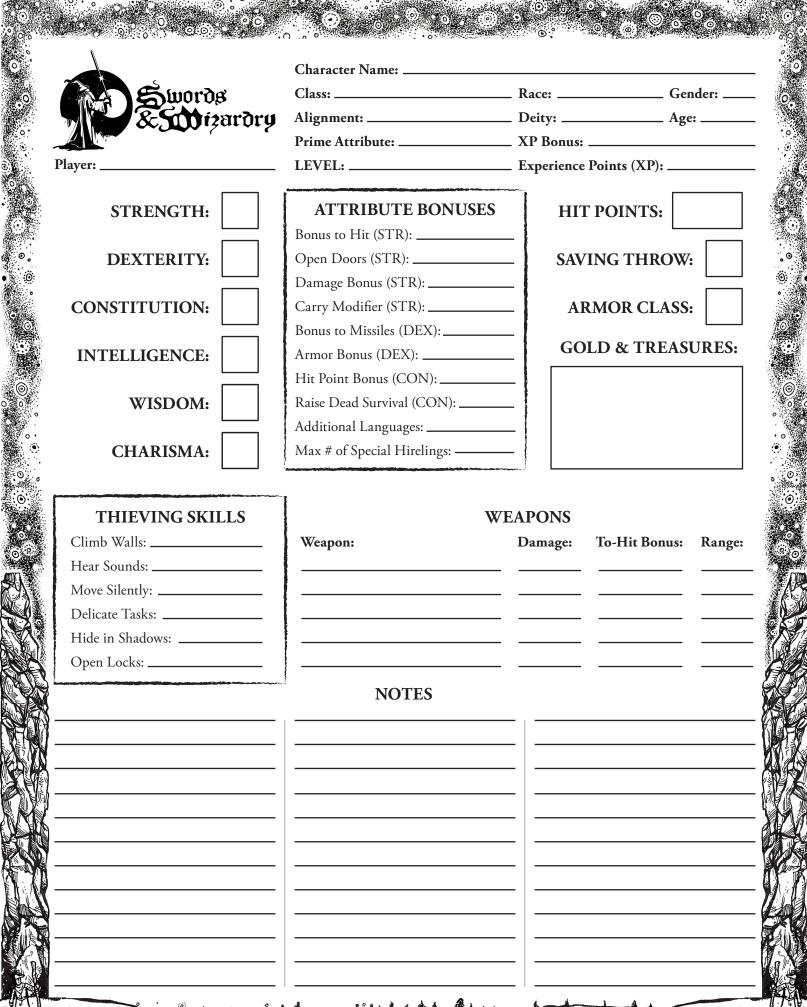
	Character Name:	
Swords	Class:	Race: Gender:
& Soo izardi	ry Alignment:	Deity: Age:
	Prime Attribute:	XP Bonus:
Player:	LEVEL:	_ Experience Points (XP):
STRENGTH:	ATTRIBUTE BONUSES	HIT POINTS:
	Bonus to Hit (STR):	_
DEXTERITY:	Open Doors (STR):	_ SAVING THROW:
	Damage Bonus (STR):	_
CONSTITUTION:	Carry Modifier (STR):	ARMOR CLASS:
	Bonus to Missiles (DEX):	
INTELLIGENCE:	Armor Bonus (DEX):	GOLD & TREASURES:
	Hit Point Bonus (CON):	_
WISDOM:	Raise Dead Survival (CON):	_
	Additional Languages:	1
CHARISMA:	Max # of Special Hirelings: ———	
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THIEVING SKILLS		EAPONS
Climb Walls:	_ Weapon:	EAPONS Damage: To-Hit Bonus: Range
Climb Walls: Hear Sounds:	Weapon:	
Climb Walls: Hear Sounds: Move Silently:	Weapon:	
Climb Walls: Hear Sounds: Move Silently: Delicate Tasks:	Weapon:	
Climb Walls: Hear Sounds: Move Silently:	Weapon:	
Climb Walls: Hear Sounds: Move Silently: Delicate Tasks:	Weapon:	
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	Character Name:		
Smords Emords	Class:	_ Race:	_ Gender: _
& Swizardry	Alignment:	_ Deity:	Age:
	Prime Attribute:	_ XP Bonus:	
Player:	LEVEL:	_ Experience Points (XI	P):
STRENGTH:	ATTRIBUTE BONUSES	HIT POINT	S:
	Bonus to Hit (STR):	_	
DEXTERITY:	Open Doors (STR):	_ SAVING TH	ROW:
	Damage Bonus (STR):	_	
CONSTITUTION:	Carry Modifier (STR):	ARMOR C	LASS:
	Bonus to Missiles (DEX):	1	
INTELLIGENCE:	Armor Bonus (DEX):		REASURES:
	Hit Point Bonus (CON):		
WISDOM:	Raise Dead Survival (CON):	}	
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CHARISMA:	Max # of Special Hirelings: ———	† I	
THIEVING SKILLS	W	EAPONS	
Climb Walls:	Weapon:	Damage: To-Hit B	onus: Range
Hear Sounds:			
Move Silently:			
Delicate Tasks:			
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CONSTITUTION: INTELLIGENCE:	Carry Modifier (STR): Bonus to Missiles (DEX): Armor Bonus (DEX):	GOLD & TRE	
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	Character Name:	
Swords &Swizardry		Race: Gender:
% Miżardry		_ Deity: Age:
		_ XP Bonus:
layer:	LEVEL:	_ Experience Points (XP):
STRENGTH:	ATTRIBUTE BONUSES	HIT POINTS:
	Bonus to Hit (STR):	_
DEXTERITY:	Open Doors (STR):	_ SAVING THROW:
	Damage Bonus (STR):	€
CONSTITUTION:	Carry Modifier (STR):	9
	Bonus to Missiles (DEX):	3
INTELLIGENCE:	Armor Bonus (DEX):	COLD & TDEACHDEC
	Hit Point Bonus (CON):	
WISDOM:	Raise Dead Survival (CON):	}
	Additional Languages:	1
CHARISMA:	Max # of Special Hirelings:	†
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Hide in Shadows:		
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	Character Name:		
Swords	Class:		
& Swizardry	Alignment:		
	Prime Attribute:	XP Bonus:	
layer:	LEVEL:	_ Experience Points (XP): _	
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	Bonus to Hit (STR):	_ }	
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	Damage Bonus (STR):	_	
CONSTITUTION:	Carry Modifier (STR):	ARMOR CLAS	S:
	Bonus to Missiles (DEX):	_	
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	Hit Point Bonus (CON):		
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Climb Walls:	Weapon:	Damage: To-Hit Bonus	: Range:
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Swords	Character Name:	Race: Gender:
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	Bonus to Hit (STR):	_
DEXTERITY:	Open Doors (STR):	_ SAVING THROW:
	Damage Bonus (STR):	_
CONSTITUTION:	Carry Modifier (STR):	ARMOR CLASS:
	Bonus to Missiles (DEX):	
INTELLIGENCE:	Armor Bonus (DEX):	GOLD & TREASURES:
	Hit Point Bonus (CON):	\$
WISDOM:	Raise Dead Survival (CON):	-
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Move Silently: Delicate Tasks: Hide in Shadows:	NOTES	

Swords	Class:	_ Race: (Gender: _
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	Prime Attribute:	_ XP Bonus:	
Player:	LEVEL:	_ Experience Points (XP): _	
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STRENGTH:	ATTRIBUTE BONUSES	HIT POINTS:	
	Bonus to Hit (STR):	_ }	
DEXTERITY:	Open Doors (STR):	_ SAVING THRO	W:
	Damage Bonus (STR):	_ {	
CONSTITUTION:	Carry Modifier (STR):	ARMOR CLAS	SS:
	Bonus to Missiles (DEX):		
INTELLIGENCE:	Armor Bonus (DEX):	GOLD & TREA	SURES
	Hit Point Bonus (CON):	3	
WISDOM:	Raise Dead Survival (CON):	_	
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CHARISMA:	Max # of Special Hirelings: ———	_	
THIEVING SKILLS	W	EAPONS	
Climb Walls:	Weapon:	Damage: To-Hit Bonus	: Rang
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Move Silently:			
Delicate Tasks:			
Hide in Shadows:			
Open Locks:			
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Swords	Character Name:	_ Race: Gender:
& Smizardry		_ Deity: Age:
		_ XP Bonus:
Player:	LEVEL:	_ Experience Points (XP):
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STRENGTH:	ATTRIBUTE BONUSES	HIT POINTS:
	Bonus to Hit (STR):	
DEXTERITY:	Open Doors (STR):	_ SAVING THROW:
	Damage Bonus (STR):	- =
CONSTITUTION:	Carry Modifier (STR):	ARMOR CLASS:
	Bonus to Missiles (DEX):	_
INTELLIGENCE:	Armor Bonus (DEX):	GOLD & TREASURES:
	Hit Point Bonus (CON):	_
WISDOM:	Raise Dead Survival (CON):	_
	Additional Languages:	_ [
CHARISMA:	Max # of Special Hirelings: ———	_ [
THIEVING SKILLS	i	EAPONS
Climb Walls:	Weapon:	Damage: To-Hit Bonus: Range:
Hear Sounds:		
Move Silently: Delicate Tasks:		
Hide in Shadows:		
Open Locks:		
Open Locks.		
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Swords	Character Name:		
Swords & Swizardry	Alignment:	_ Deity:	. Age:
	Prime Attribute:	_ XP Bonus:	
Player:	LEVEL:	_ Experience Points (XP):	
STRENGTH:	ATTRIBUTE BONUSES	HIT POINTS:	
	Bonus to Hit (STR):	_	
DEXTERITY:	Open Doors (STR):	_ SAVING THR	OW:
	Damage Bonus (STR):	_	
CONSTITUTION:	Carry Modifier (STR):	ARMOR CL	ASS:
	Bonus to Missiles (DEX):		
INTELLIGENCE:	Armor Bonus (DEX):	GOLD & TRI	EASURES:
	Hit Point Bonus (CON):	\$ I	
WISDOM:	Raise Dead Survival (CON):	-	
	Additional Languages:	_	
CHARISMA:	Max # of Special Hirelings: ———	- 	
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