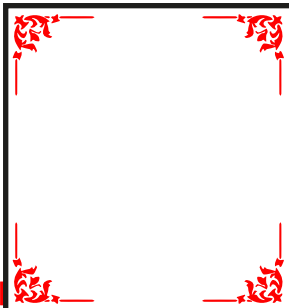


CASTLE MILVEM

NAME _____
 CLASS _____
 RACE _____
 LEVEL _____ XP _____
 ALIGN _____ MOVE _____
 ♥ HP _____ AC _____



ABILITIES

STRENGTH
Adjustment:

INTELLIGENCE
Adjustment:

WISDOM
Adjustment:

DEXTERITY
Adjustment:

CONSTITUTION
Adjustment:

CHARISMA
Adjustment:

SAVES

POISON or
DEATH RAY

MAGIC
DEVICE

TURN TO
STONE
or PARALYSIS

DRAGON
BREATH

SPELLS or
MAGIC STAFF

LANGUAGES:

HIT LOCATION	ARMOR	DEF.	STATE	HP	WOUNDS
1	Head		D	♥	
2	Legs		D	♥♥	
3	Arms		D	♥♥	
4	Abdomen		D	♥♥	
5-6	Body		D	♥♥	

HP (CON) ♥♥♥♥♥♥♥ GRIT ♥♥♥♥♥♥♥

CHARACTER SHEET

EQUIPMENT

GOLD _____

ENC. _____

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

MAGIC

SCHOOL _____ FORBIDDEN _____
 VOWS _____

SPELLS & MIRACLES

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

DAILY _____

CHARACTER SHEET