			المراجع المراجع	Castles & Crusades	•				
Name:			RACE:		CLASS:	Level:			
Homeland:			Languages:		EXPERIENCE POINTS (XP):				
ALIGNMENT:					XP FOR NEXT LEVEL:				
Size: Movement:					HIT POINTS				
ATTRIBUTES			_ '		HIT DIE + CON MOD.:	Ft	JLL HP:		
PRIMES	ATTRIBUTE	SCORE	MODIFIER	SAVING THROWS	CURRENT HP:	,			
0	Strength (STR):			Paralysis & Constriction					
0	DEXTERITY (DEX):			Breath Weapons & Traps					
0	Constitution (CON):			Disease, Energy Drain & Poison	TO HIT				
0	Intelligence (INT):			Arcane Magic & Illusion	Base to Hit Bonus:				
0	WISDOM (WIS):			CONFUSION, DIVINE, GAZES & POLYMORPH	MELEE (BTH + STR MOD.):				
0	Charisma (CHA):			DEATH ATTACK, CHARM & FEAR	RANGED (BTH + DEX MO	RANGED (BTH + DEX Mod.):			
RACE ABILITIES		CLASS ABILITIES		WEAPONS					
					Carried	DAMAGE	Bonus	Range	
					Notes:				
					NOTES.				
TAAMAMA MAA DIIM									
IMPORTANT GEAR / NOTES									
					ARMOR				
							AC Bonus:		
					SHIELD:		# OF FOES:		
							AC Bonus:		
					OTHER: AC BONUS:				
					10+ (ARMOR BONUS)+ (DEX MOD.)+ (OTHER):				
					Notes:				