

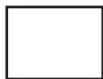



**NAME:** \_\_\_\_\_ **ALIGNMENT:** \_\_\_\_\_

**CLASS:** \_\_\_\_\_ **LEVEL:** \_\_\_\_\_

<b>STR</b>	Score To Hit/Damage	Bonus		
			<b>HP</b>	<b>WOUNDS</b>
<b>DEX</b>	Missile To Hit/AC Adjust			
			<b>To Hit</b>	<b>AC</b>
<b>CON</b>	HP Mod		<b>Saving Throw</b> <input type="checkbox"/>	
<b>INT</b>	Max Lang/Max Spell		Bonus Save <input type="checkbox"/>	
<b>WIS</b>	Add Spells		Bonus Save <input type="checkbox"/>	
<b>CHA</b>	Max Hire		Bonus Save <input type="checkbox"/>	

<b>Undead HD</b>	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9 HD	10 HD	11 HD	12 HD	13 HD
<b>To Turn</b>													

**Abilities Bonuses**

Name/Attribute	Bonus
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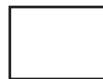

**Innate Abilities:**

**Experience:**

Next Experience Level:	XP Bonus

**NAME:** \_\_\_\_\_ **ALIGNMENT:** \_\_\_\_\_

**CLASS:** \_\_\_\_\_ **LEVEL:** \_\_\_\_\_

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			<b>HP</b>	<b>WOUNDS</b>
<b>DEX</b>	Missile To Hit/AC Adjust			
			<b>To Hit</b>	<b>AC</b>
<b>CON</b>	HP Mod		<b>Saving Throw</b> <input type="checkbox"/>	
<b>INT</b>	Max Lang/Max Spell		Bonus Save <input type="checkbox"/>	
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**Innate Abilities:**

**Experience:**

Next Experience Level:	XP Bonus

