Player:	Character:
Campaign:	Race: **Elf**
Type: (Wizard) "Burn Baby Burn Pyromancer"	Experience:

ST 10	DX 10 (10)	IQ 14	MA 5

Spells: Fire-1 [9] (1F) 2 dmg	Weapons:
Flash [10] (3F) Everyone else DX-2	Staff [9] D6
Fire-3 [12] (2f) 2 dmg over 3 hex	
Fireball [12] (xF) xD6 -1	**Items:** Adventuring Clothes
Mind Control [12] (3F)	Backpack, Belt Pouch, Rations, Water skin
Reveal Magic [9] (1F)	Spellbook
Skills: Elvish and Written Elvish [IQ] +0	Staff (10F storage)
Written and Sorcerer's Tongue [IQ] +0	Armor: Cloth 1/1
Money: 570 ss	Shield:

Player:	Character:
Campaign:	Race: **Human**
Type: (Wizard) "Kinetic Wizard"	Experience:

ST 9	DX 11 (10)	IQ 14	MA 5

Spells:	Weapons:
Heal Wounds [10] (xF)	Dagger (G,D,T) [-] D6
Reverse Death [14] (sF)	
Blast [12] (3F) D6 Adjacent	**Items:** Adventuring Clothes
Fireball [12] (xF max 3) xD6-1	Backpack, Belt Pouch, Rations, Water skin
Lightning [14] (xF max 4) xD6	Spellbook
Skills: Sorcerer's Tongue [IQ] +0	Wand (8F storage)
Written Sorcerer's Tongue [IQ] +0	Armor: Cloth 1/1
Money: 300 ss	Shield:

Player:	Character:
Campaign:	Race: **Gnome**
Type: (Wizard) "Sorcerer"	Experience:

ST 10	DX 12 (10)	IQ 12	MA 5

Spells: Clumsiness [9] (1F) DX-1 to target	Weapons:
Reverse Missiles [11] (2F)	Dagger (G,D,T) [-] D6
Freeze [12] (4F)	
Invisibility [12] (3F) DX-4 or DX-2 to hit	**Items:** Adventuring Clothes
Summon Warrior [10] (5F)	Backpack, Belt Pouch, Rations, Water skin
Summon Warrior: ST12 DX12 IQ8; broadsword 2D6, shield 1/0. (5F)	Spellbook
Skills: Gnome and Written Gnome [IQ] +0	Wand (10F storage)
Crafts [DX]+1 & Written and Sorcerer's Tongue [IQ] +0	Armor: Leather 2/2
Money: 450 ss	Shield: