								-		X		
CLASS LEVEL							<b>DUNGEONS</b>					
RACE								Ţ		AG(	PN'	₹®
PATRON DEITY/RELIGION									\ A			
ORIGIN								CHARA	4C1FK	RECC	JKU S	HEEL
NATIONALITY												
ABILITY SCORES		ТЕМР ТЕМ	P	HIT PO	DINT	S		SKILI	_S			
STRENGTH	MODIFIER	SCORE MODIF	IER				MAX RANKS = LVL+3(/2)	CROSS CLASS		TOTAL		RANKS
DEXTERITY	+	_	$\dashv$				ALCHEMY		INT			
	++	_	$\dashv$	<u> </u>			ANIMAL EMPATHY		CHA	H		
CONSTITUTION	+ -	-	DIE TY	'PE			APPRAISE ■  BALANCE ■	٥	DEX*	H		
NTELLIGENCE	<del></del>  -	_	DAMA	GE REDU	CTION		BLUFF ■		СНА			
VISDOM	<b>┼</b>		_			$\sqsubseteq$	CLIMB ■		STR*			
CHARISMA	┸			AC WHEN FLAT-FOO			CONCENTRATION ■	, ,	CON	oxdot		$\vdash$
	A.	RMOR		AC VERSU TOUCH A			CRAFT ■ (	) 🗀	INT	$\vdash\vdash$		
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= 10 +				MAX DEX BONUS			DISABLE DEVICE		INT			
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CLASS A A S O N A S O				ARCANE S	PELL	$\vdash$	ESCAPE ARTIST ■		DEX*	$\square$		
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<b>-</b> S	TOTAL 0405		DIFIERS		MODIFIE		HANDLE ANIMAL	٥	CHA	Н		
FORTITUDE (CON REFLEX (DEX)		ABILITY MAG	C MISC TEN		MODIFIE	: KS	HEAL ■		WIS			
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ES	TOTAL		BASE A	ABILITY SIZ	ODIFIERS — E MISC	TEMP	JUMP ■		STR*			
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ADDITIONAL COMBAT N	IODIFIERS		PROI	FICIENCIES			LISTEN		WIS	Н		
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WEAPON							PROFESSION (	) 🗀	WIS	Ш		
WEAPON							\			1 1		
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NOTES	ATT BONUS	DAMAGE	CDITICAL	PANCE	TVDE	SIZE	READ LIPS RIDE ■		INT DEX INT	$\square$		1 1
	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	READ LIPS		DEX			
NOTES WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	READ LIPS RIDE ■ SCRY ■	, , ,	DEX INT			
NOTES  WEAPON  NOTES							READ LIPS RIDE  SCRY  SEARCH  SENSE MOTIVE  SPELLCRAFT		DEX INT INT WIS INT			
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## **EQUIPMENT**

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CURRENT LO	AD										TOTAL	WEIGHT CARRIED		
	MOVEN	MFNT	/  JF	TIN	G				EXPERI	FNCI	-	MONE	Y & GEMS	:
							7						.1 & GL1113	
MOVEMENT	RA	TE		OVEMI		RATE	-		TOTAL EXP	ERIENCI	=	CP —		
WALK (= BASE)			Н	OUR W	ALK		-					S.D.		
HUSTLE			НО	UR HU	STLE		_					SP —		
RUN (X3)			D	AY WA	LK			XI	S NEEDED FO	R NEXT	LEVEL	GP —		
RUN (X4)				SPECIA	\L									
LOAD	WEIGHT	CARRIED	МАХ	CDEX	CHK PEN	RUN						PP —		
			I NO	RMAL	NORMAL	I NORMAL								
LIGHT			1 1101		11010111111	NORMAL	-	LIFT O	/ER HEAD	LIFIO	FF GROUND	·		
MEDIUM			+			+	-	LIFT O	VER HEAD	= 2	FF GROUNE K MAX LOAD	GEMS —		
			-	+3	-3 -6	×4	-	LIFT OV = M.	XX LOAD	= 2 1	FF GROUNE K MAX LOAD			
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MEDIUM	ACIAL	ABILI	-	+3 +1	-3	×4		LIFT O' = M.	PUSH OF	= 2 :	FF GROUNE	GEMS —	rS	
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MEDIUM	ACIAL	ABILI	-	+3 +1	-3	x4 x3		= M.	PUSH OF = 5 X MAX	= 2 :	FF GROUNE	GEMS —	S	
MEDIUM	ACIAL	ABILI	-	+3 +1	-3	x4 x3		= M.	PUSH OF = 5 X MAX	= 2 :	FF GROUNE	GEMS —	S	
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SPELL SPELLS BONUS SAVE DC LEVEL PER DAY SPELLS	# SPELLS KNOWN					SPELI	LS						
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NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
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NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	СНА

STR DEX CON INT WIS CHA

NOTES

NOTES

NAME

RACE/CLASS

HD/LVL

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INIT

SPD

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ATK

## CHARACTER DESCRIPTION

CHARACTER NAME			AGE			SEX
DESCRIPTION			BIR	TH DATE		SIZE
			HEI	GHT		WEIGHT
			НАІ	R		EYES
			SKI	N		HANDEDNESS
PERSONALITY					CH	HARACTER SKETCH
QUOTE(s)						
CONTACTS/FRIENDS						
ENEMIES						
		BACKGROUND & N	IOTES			
DATE CREATED	DM/CAMPAIGN	DL	UNGEONS & DRAGONS IS	D&D 3E CHARACTER	SHEET VI.O 8/00 BY F	PATRICK M. MURPHY • A MAD IRISHMAN PRODUCTION HE COAST, INC. ©2000 WIZARDS OF THE COAST, INC