								-		X		
CLASS					LEVEL _			T	<u>YUI</u>	<b>IGF</b>	<b>10</b>	13 <u> </u>
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	$\vdash\vdash$		
ARMOR	OR SHIELD DEX	WIS SIZE	NATURAL MISC	MISS CHA	NCE		DIPLOMACY ■		CHA	Н		
= 10 +				MAX DEX BONUS			DISABLE DEVICE		INT			
				ARMOR C PENALTY	HECK	Н	DISGUISE ■		СНА	Ш		
CLASS A A S O N A S O				ARCANE S	PELL	$\vdash$	ESCAPE ARTIST ■		DEX*	$\square$		
CLASS ₹ ¾				SPELL RES	SISTANCE	Н	FORGERY ■  GATHER INFORMATION ■		INT CHA	H		
<b>-</b> S	TOTAL 0400		DIFIERS		MODIFIE		HANDLE ANIMAL	٥	CHA	Н		
FORTITUDE (CON REFLEX (DEX)		ABILITY MAG	C MISC TEN		MODIFIE	: KS	HEAL ■		WIS			
REFLEX (DEX)	<del>'                                      </del>	+ + -		$\exists \bot$			HIDE ■		DEX*	Ш	$\longrightarrow$	
大王 REFLEX (DEX)	++	+	+ +	$\dashv \mid$			INNUENDO		WIS	$\vdash\vdash$		
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ES	TOTAL		BASE A	ABILITY SIZ	ODIFIERS — E MISC	TEMP	JUMP ■		STR*			
INITIATIVE (DEX)							KNOWLEDGE (	) 🗖	INT	$\square$		
INITIATIVE (DEX) MELEE (STR)							KNOWLEDGE (	) 🗖	INT	$\square$		
RANGED (DEX)							KNOWLEDGE ( KNOWLEDGE (		INT	H		
ADDITIONAL COMBAT N	IODIFIERS		PROI	FICIENCIES			LISTEN		WIS	Н		
							MOVE SILENTLY ■		DEX*	$\Box$		
							OPEN LOCK	<u> </u>	DEX	${oxed}$		
							PERFORM ■ (	) 🗖	CHA \			
	WE	APONS					(		)			
	ATT BONUS		CRITICAL	RANGE	TYPE	SIZE	PICK POCKET		DEX*			
WEAPON							PROFESSION (	) 🗀	WIS	Ш		
WEAPON							\			1 1		
							READ LIPS		INT			
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			
NOTES WEAPON	ATT BONUS		CRITICAL	RANGE		SIZE	READ LIPS RIDE  SCRY  SEARCH  SENSE MOTIVE  SPELLCRAFT SPOT		DEX INT INT WIS INT WIS			
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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	
MEDIUM	ACIAL	ABILI	-	+3 +1	-3	×4		LIFT O' = M.	PUSH OF	= 2 :	FF GROUNE	GEMS —	rS	
MEDIUM	ACIAL	ABILI	-	+3 +1	-3	×4		LIFT O' = M.	PUSH OF	= 2 :	FF GROUNE	GEMS —	rS .	
MEDIUM	ACIAL	ABILI	-	+3 +1	-3	×4		LIFT O' = M.	PUSH OF	= 2 :	FF GROUNE	GEMS —	TS .	
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MEDIUM	ACIAL	ABILI	-	+3 +1	-3	x4 x3		GUAG	PUSH OF = 5 X MAX	= 2 :	FF GROUNE	GEMS —	rS	
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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NOTES		<u> </u>					I		<u> </u>				
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

ΗР

INIT

SPD

 $\mathsf{AC}$ 

ATK

## CHARACTER DESCRIPTION

CHARACTER NAME			AGE	SEX
DESCRIPTION			BIRTH DATE	SIZE
			HEIGHT	WEIGHT
			HAIR	EYES
			SKIN	HANDEDNESS
PERSONALITY				CHARACTER SKETCH
QUOTE(S)  CONTACTS/FRIENDS				
ENEMIES				
	BA	CKGROUND & NOTES		
		(0,100,100,0110,120		
DATE CREATED	DM/CAMPAIGN	DUNGEONS & DRA	D&D 3E CHARACTER SHEET VI.O 8/00	BY PATRICK M. MURPHY • A MAD IRISHMAN PRODUCTION OF THE COAST, INC. ©2000 WIZARDS OF THE COAST, INC