CHARAC	TER					PLAYER								
CLASS						LEVEL _			$' \mathbf{U}$	<u>I</u> UN	IGF		15	
RACE						ALIGNN	IENT		🏹				/	>
PATRON	DEITY/RELIGION									ĴR₄				
ORIGIN									CHARA	CTER	RECO	JRD S	HEET	-
NATION	ALITY			RESID	ENCE									
ABILI	TY SCORES		темр тем	P	HIT PO	TNIC	S		SKILI	S				
CTDEN		MODIFIER	CORE MODIF	IER				MAX RANKS = $LVL+3(/2)$	CROSS CLASS	KEY ABILITY	- TOTAL		IODIFIERS RANKS	s MISC
STREN		┼──┤┣─		-				ALCHEMY		INT		$\square$		
DEXTE		+		-				ANIMAL EMPATHY APPRAISE ■		CHA INT		-+		$\left  - \right $
	ITUTION	┼──┤┣─		DIE TY	PE			BALANCE		DEX*		-+		
		+		DAMA	GE REDU	CTION		BLUFF <b>■</b>		СНА				
WISDO		+		-	AC WHEN			CLIMB		STR*		$ \rightarrow $		$\mid$
CHARIS					FLAT-FOO AC VERSU	TED		CONCENTRATION ■ CRAFT ■ (	)	CON INT		-+		$\left  - \right $
			RMOR		TOUCH A			DECIPHER SCRIPT		INT				
ARMO		R SHIELD DEX	WIS SIZE	NATURAL MISC	MISS CHA			DIPLOMACY		СНА		$ \rightarrow $		
	) = 10 +				BONUS			DISABLE DEVICE DISGUISE <b>E</b>		INT CHA		-+		
	ARMOR WORN				PENALTY			ESCAPE ARTIST		DEX*		-+		
CLAS	SS ARM				FAILURE	FELL		FORGERY		INT				
			MC	DIFIERS	SPELL RES	SISTANCE		GATHER INFORMATION		СНА		$ \rightarrow $		
SAVING THROWS			ABILITY MAG			MODIFI	ERS	HANDLE ANIMAL HEAL ■		CHA WIS		-+		$\vdash$
VIV SO	FORTITUDE (CON)							HIDE		DEX*				
SA	REFLEX (DEX)	++						INNUENDO		WIS		$ \rightarrow $		
Ľ,	will (wis)							INTIMIDATE  INTUIT DIRECTION		CHA WIS				$\vdash$
ÅT ES		TOTAL		BASE A	BILITY SIZ	ODIFIERS E MISC	TEMP	JUMP	ū	STR*				
COMBAT BONUSES	INITIATIVE (DEX)							KNOWLEDGE (	) 🗅	INT		$\square$		
2 Z C	MELEE (STR)							KNOWLEDGE( KNOWLEDGE(	) 🗋 ) 🗖	INT INT		-+		
OB	RANGED (DEX)							KNOWLEDGE	) 🗖	INT		-+		
	ADDITIONAL COMBAT MC	DIFIERS		PROF	ICIENCIES			LISTEN		WIS		$\square$		
								MOVE SILENTLY		DEX* DEX		-+		$\left  - \right $
								OPEN LOCK PERFORM ■ (	_	CHA		-+		$\vdash$
								(	/	)				
		WE	APONS					(		)		<b></b> _	<b></b> _	
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	PICK POCKET PROFESSION (	)	DEX* WIS				
								READ LIPS		INT				
NOTES								RIDE 🔳		DEX		$ \rightarrow $		
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	SCRY ■ SEARCH ■		INT INT		-+		
								SENSE MOTIVE		WIS		-+		
NOTES								SPELLCRAFT		INT				
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	SPOT		WIS		$ \rightarrow $		
								SWIM ■ TUMBLE		STR† DEX*		-+		$\vdash$
NOTES					-	-		USE MAGIC DEVICE		сна				
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	USE ROPE		DEX		$ \rightarrow $		
								WILDERNESS LORE		WIS		-+		$\vdash$
NOTES														
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE							
												-+		$\vdash$
NOTES								■ CAN BE USED WITH O RANKS — * AF		PENALTY A	PPLIES -	- † -1 PER	5 LBS. OF	F GEAR

5

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## EQUIPMENT

ITEM		LOCATI	ON WT		ITEM		LOCATION	wт		ITEM	LOCATION	wт		
CURRENT LO	AD								TOTAL W	EIGHT CARRIED				
	MOVEN	1ENT/	LIFTIN	G			EXPERI	ENC			( & GEMS			
MOVEMENT	RAT		MOVEM		RATE		TOTAL EXP		1	CP —				
WALK (= BASE)	KAI	-	HOURW		MAIE		. SINE LAF	בחכ	-					
	_									SP —				
HUSTLE			HOURHU			XF	S NEEDED FO	R NFXT	LEVEL					
RUN (X3)			DAY WA							GP —				
RUN (X4)			1		BUN	╵└──┌──								
LOAD	WEIGHT C	ARRIED	MAX DEX	CHK PEN	RUN			L		РР —				
LIGHT			NORMAL	NORMAL			VER HEAD		FF GROUND					
MEDIUM			+3	-3	×4					GEMS —				
HEAVY			+1	-6	X3		PUSH OR = 5 x max	DRAG						
CLASS & R	ACIAL	ABILIJ	TIES							FEATS				
					ΙΔ	NGUA	GES							

SPELL SAVE DC LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN	SPELLS
0		0		
1ST				
2ND				
3rd				
4тн				
5тн				
бтн				
7тн				
8тн				
9тн				
SPELL	. SAVE DC N	IOD		
M	AGIC IT	rems		
				IENCHMEN/ANIMAL COMPANIONS

## HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	ΑΤΚ	STR	DEX	CON	INT	WIS	СНА
NOTES													
NAME	RACE/CLASS	HD/LVL	ΗР	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	сна
NOTES													
NAME	RACE/CLASS	HD/LVL	НP	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	СНА
NOTES			-			-							
NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	сна
NOTES													

## CHARACTER DESCRIPTION

CHARACTER NAME	AGE		SEX
DESCRIPTION	BIRTI	TH DATE	SIZE
	HEIG	GHT	WEIGHT
	HAIR	R	EYES
	SKIN	N	HANDEDNESS
PERSONALITY	СН	ARACTER SKETCH	

QUOTE(S)	
CONTACTS/FRIENDS	

ENEMIES

## **BACKGROUND & NOTES**