Legendary Class				Level			DAWN	RECORD SHEET
Legendary Path Race Patron Immortal/Religion Origin			Next Level			VI.I, BY: TODD ANTILL - WWW.PATHSOFLEGEND.ORG		
ABILITY SCORES –		ТЕМР		HIT POI			TOTAL RANI	ABILITY MISC
STRENGTH		SCORE MODI	FIER			Appraise   Balance	=_=	+ Int + + Dex * +
DEXTERITY				CURRENT		Bluff ◆ Climb ◆	=======================================	+ Cha + + Str* +
CONSTITUTION			$\dashv$ $\sqcap$			Concentration •	=	+ Con +
INTELLIGENCE			┥ └	TOTAL		Craft ◆ Decipher Script		+ Int + + + + + + + + +
WISDOM	+		-			Diplomacy •	=	+ Cha +
			┥ .	DIE TYPE(S	s) 	Disable Device Disguise ◆	=======================================	+ Int + + Cha +
CHARISMA				AMAGE REDUCTION		Escape Artist •	=	+ Dex * +
SAVING THROWS –				SPELL		Forgery   Gather Information		+ Int + + Cha +
TOTAL 1	CLASS BASE	4 ABILITY	MAGIC MISC	RESISTANCE		Handle Animal		+ Cha +
FORTITUDE				SAVE BONUSES		Heal ◆	<u> </u>	+ Wis + + Dex * +
REFLEX						Hide ◆ Intimidate ◆	=	+ Cha +
WILL						Jump •	=	+ Str * +
INITIATIVE	DEX M	ISC MISC	SPEED	TOTAL	MODIFIED	Knowledge () Knowledge () Knowledge ()	=	+ Int + + + + + + Int + + + Int + + + + + + + + + + + + + + + + + + +
ARMOR —	<u> </u>					Knowledge () Listen •	=======================================	+ Int + + Wis +
Δ('	SHIELD DEX	SIZE NATURA	L MISC MISC	AC WHEN		Move Silently   Open Lock		+ Dex + + Dex +
=10 +				AC VERSUS		Perform ()		+ Cha +
				TOUCH ATTACE		Perform () Perform ()	=	+ Cha + Cha +
				BONUS		Profession	=	+ Wis +
				ARMOY CHECK PENALTY		Ride +		+ Dex +
				ARCANE SPELL FAILURE		Search ◆ Sense Motive ◆	====	+ Int + + Wis +
ATTACK ROLLS —		CLASS I	BASE			Sleight of Hand Spellcraft		+ Dex * + + Int +
TOTAL 2ND	3RD 4TH	1 2		BILITY SIZE MIS	C MISC	Spot •		+ Wis +
MELEE (Str)				STR		Survival + Swim +		+ Wis + + Str * +
MELEE (Dex)				DEX		Tumble		+ Dex * +
RANGED			1	DEX		Use Magic Device Use Rope ◆	<b></b>	+ Cha + + Dex +
GRAPPLE			2	STR			-	+ +
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE TYPE	SIZE		=	+ +
						* ARMOR CHECK PENALTY APPLI	ES ◆CAN BE USEI	+++ D WITH 0 RANKS
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE TYPE	SIZE	Maximum Skill Rank: CLASS SK	ILL (LEVEL +3)	
						Maximum Skill Rank : CROSS - C	CLASS SKILL (LEVEL +	3/2)
							rite languages I No	Read/Write □ Yes □ No
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE TYPE	SIZE	YES 🗖	<b>l</b> No	
	_1						No	
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE TYPE	SIZE		FICIENCIES MOR: OLIGHT OMEDIU	M □HEAVY □SHIELDS
	1							

RACIAL TRAITS				FEATS					CLASS RELATED SPECIAL ABILITIES				
RACIAL TALEN	TS												
1)													
3)													
5)										LEGENDARY PATH ABILITIES			
7)										LEGENDA	III ABILITILS		
9)													
DACTAL TRANS	EOD) (A7	TONIC											
RACIAL TRANS													
2)													
6)													
8)													
10)													
MOVEN									W	EALTH			
MOVEMENT	WALK	HUSTLE	RUN	7		P-	OT	HER ITEMS OF \	/ALUE				
L	ASE SPEED	= 2x base spee	D =4X BASE S	PEED		•							
		LIFT OFF GROU			s	P-							
LIFTING						:P-							
= I		= 2x max load			$\neg \mid$	_							
LIGHT	CAPACITY	MAX DEX NORMAL	ENC PEN NORMAL	RUN NORMAL	+ + +	P-							
MEDIUM		+3	-3	x4	<del> </del>	THER CO	NAGE-						
		+1	-6	x3	+ + =	EMS-							
HEAVY					┙┕								
EQUIPMENT			LOCATIO	N	WT	EQUIP	MENT		LOCATION	WT	NOTES		
						<del>                                     </del>					_		