CHARACTER		RPGA NUMBER		PLAYER		- [		VIN	IG
CLASS		LEVEL		ALIGNMENT				gdoms A11111	0f_
RACE	SUB-RACE	SIZE		EITY		رغا. ر	(Con)	ע ע ע ע טיפי	
ABILITY ABILITY ABILITY NAME SCORE MODIFIER	TEMP. TEMP. SCORE MODIFIER	Тот	'AL	CURRENT HP/WOUNDS		C H 6		R RECOI	AC SHEET
STR STRENGTH		НР							
DEX		HIT POINTS							TOUCH
DEXTERITY			= 10	)+					SPEED
CONSTITUTION		AC Armor Class	- 20		ZE NATUI	DAY			BASE
INT INTELLIGENCE		To	TAL	ARMOR SHIELD DEX SI BONUS BONUS MODIFIER MOD			R MODIFIER		ARMORED
WIS WISDOM		BASE ATTACK		INITIATIVE MODIFIER	=	+		]	Run (3x)
СНА		Bonus		TOTAL	DEX MODIFII		MISC. ODIFIER	/(_	Run (4x)
CHARISMA		J		LASS	S	KILLS	34	# D	/
GRAPPLE ATTACK BONUS	+ BASE STR	+ + +	+ TEMP.	S SKILLS (Untrained/Trained)*	Key			# RANKS	SKILL
TOTAL	ATTACK BONUS MODIFI	ER MODIFIER MISC. MODIFI	ER MODIFIER	SKILLS (UNTRAINED/TRAINED)*  Appraise	ABILITY	MODIFIER +	RANKS	+ MODIFIER	= MODIFIER
RANGED ATTACK BONUS	+	+ +	+	☐ BALANCE	DEX**			+	=
TOTAL	BASE DEX ATTACK BONUS MODIFI		TEMP. ER MODIFIER	□ BLUFF □ CLIMB	CHA STR**				=
SAVING THROWS TOTAL	BASE ABILITY SAVE MODIFIE		TEMP. MODIFIER	☐ CONCENTRATION	CON	+		+	=
FORTITUDE	] = [ ] + [	+ + +		□ CRAFT (	) INT			+	=
(Constitution)	] - [] + [	J**		(	_) INT				=
Reflex	] = [ ] + [	+ + +		☐ DIPLOMACY ☐ DISGUISE	CHA CHA			+	=
(Dexterity)				☐ ESCAPE ARTIST	DEX**	+		+	=
WILL	= +	+ + +		☐ FORGERY	INT	+		+	=
(WISDOM)				☐ GATHER INFORMATION☐ HEAL	CHA WIS		·	+	=
WEAPON	TOTAL RANGE ATTACK BON	TUS DAMAGE	CRITICAL	☐ HIDE	DEX**				=
				☐ INTIMIDATE	CHA			+	=
WEIGHT TYPE SIZE	<u> </u>	SPECIAL PROPERTIES		☐ JUMP☐ LISTEN	STR**			+	=
				☐ MOVE SILENTLY	WIS DEX**		·	+	=
WEAPON	TOTAL		_	☐ PANTOMIME	WIS	+	-	+	=
17 E/G 011	RANGE ATTACK BON	TUS DAMAGE	CRITICAL	□ PERFORM (	_) CHA	+		+	=
				☐ REMOTE VIEW (psion only) ☐ RIDE (	INT ) DEX		·		=
WEIGHT TYPE SIZE		SPECIAL PROPERTIES		□ SEARCH	INT	+	-		=
				☐ SENSE MOTIVE	WIS	+		+	=
Weapon	RANGE ATTACK BON	TUS DAMAGE	CRITICAL	☐ SPOT ☐ SURVIVAL	WIS	+	-	+	=
				SWIM	WIS STR**		-	+	=
WEIGHT TYPE SIZE	-	SPECIAL PROPERTIES		☐ USE ROPE	DEX			+	=
				SKILLS (TRAINED ONLY)	KEY ABILITY	ABILITY MODIFIER	RANKS	+ MISC. MODIFIER	= SKILL MODIFIER
ARMOR/PROTECTIVE ITEM	ТУРЕ	ARMOR MAX DEX BONUS BONUS SPEED	WEIGHT	<u> </u>		4		+	=
	7	BONCS BONCS SIEED	WEIGHT	<u> </u>			·	+	=
CHECK BENIATEN CHELL BATTIER	╡├────	SPECIAL PROPERTIES		<u> </u>				+	=
CHECK PENALTY   SPELL FAILURE		OLEGIAL I AUFERTIES					+	+	=
CHIEF D /D Z							+	+	=
SHIELD/PROTECTIVE ITEM	ARMOR BONUS W.	EIGHT CHECK PENALTY S	PELL FAILURE	<u> </u>				+	=
							·	+	=
	SPECIAL PROPERTIES						-	+	=
						+	-	+	=
	Ammunition			<u> </u>				+	=
								+	
				These skills may be used normally even if the character may be attempted. Once you have selected a class, mark ** Armor Check Penalty, if any, applies.				non of skills that req	uire skill ranks before the
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	S CARRIED OR STO	OWED				SPECIA	L ABILITIES/FEATS
ITEM		WEIGHT	ITEM	Wei	CHT		
					-		
					_		
					-		
					_		
					_		
Total Weigh	HT WORN/WIELDED:	:	Total V	VEIGHT CARRIED:			
ENCUMBRA	NCE					1	Description
LICHT LOAD:		MEDURA LOAD:		HEAVY LOAD:	Acre		Gender:
LIFT OVER HEAD: _	EQUALS MAX LOAD	LIFT OFF GROUND:	2X MAX LOAD	PUSH OR DRAG:	HEIGHT:		Weight:
				,	EYE COLO	OR:	HAIR COLOR:
Language	S INITIA	AL LANGUAGES = RACI	e/primary lang. + re	GION/SECONDARY LANG. + INT B	ONUS GENERAL	DESCRIPTION:	
						_	
					PLACE OF	Origin:	
					Marro		
					NOTES: _		
					Notes: _		
					Notes: _		
		Spe	ELLS			Treasure	COINAGE CP SP GP PP
Numeron	0		ELLS 3RI	)4TH			T
Number of Spells Know		IST 2	3RI				T
SPELLS KNOW	N 5TH	IST 2	3RI	94TH TH9TH			T
SPELLS KNOW		IST 2	3RI				T
SPELLS KNOW	N 5TH	IST 2	3RI				T
SPELLS KNOW  SPELL LEVEL SAVE DC  0	SPELLS BONUS PER DAY SPELLS	IST 2	3RI				T
SPELLS KNOW  SPELL LEVEL SAVE DC	SPELLS BONUS PER DAY SPELLS	IST 2	3RI			Treasure	COINAGE CP SP GP PP
SPELLS KNOW  SPELL LEVEL SAVE DC  0	SPELLS BONUS PER DAY SPELLS	IST 2	3RI				COINAGE CP SP GP PP
SPELLS KNOW  SPELL SAVE DC  0  IST  2ND	SPELLS BONUS PER DAY SPELLS	IST 2	3RI			Treasure	COINAGE CP SP GP PP
SPELL LEVEL SAVE DC 0	SPELLS BONUS PER DAY SPELLS	IST 2	3RI			Treasure	COINAGE CP SP GP PP
SPELLS KNOW  SPELL SAVE DC  0  IST  2ND	SPELLS BONUS PER DAY SPELLS	IST 2	3RI			Treasure	COINAGE CP SP GP PP  SS NEXT LEVEL
SPELIS KNOW  SPELI LEVEL SAVE DC  0  IST  2ND  3RD  4TH	SPELLS BONUS PER DAY SPELLS	IST 2	3RI			Treasure Perience Point	COINAGE CP SP GP PP  SS NEXT LEVEL  PSIONICS
SPELIS KNOW  SPELI LEVEL SAVE DC  0  IST  2ND  3RD	SPELLS BONUS PER DAY SPELLS	IST 2	3RI		Ext	PSIONIC COMBAT: 1D20	COINAGE CP SP GP PP  NEXT LEVEL  PSIONICS  1 + DC Modifier + Key Ability Modifier
SPELIS KNOW  SPELI LEVEL SAVE DC  0  IST  2ND  3RD  4TH	SPELLS BONUS PER DAY SPELLS	IST 2	3RI		Ext	Treasure Perience Point	COINAGE CP SP GP PP  SP SP GP PP  NEXT LEVEL  PSIONICS D + DC MODIFIER + KEY ABILITY MODIFIER FREE MANIFESTATIONS
SPELLS KNOW  SPELL LEVEL  O  IST  2ND  3RD  4TH  5TH  6TH	SPELLS BONUS PER DAY SPELLS	IST 2	3RI		Ext	PERIENCE POINT  PSIONIC COMBAT: 1D2C R SAVE 1D2O+ KEY ABILLITY M	COINAGE CP SP GP PP  NEXT LEVEL  PSIONICS D + DC MODIFIER + KEY ABILITY MODIFIER FREE MANIFESTATIONS
SPELLS KNOW  SPELL LEVEL SAVE DC  0  1ST  2ND  3RD  4TH  5TH	SPELLS BONUS PER DAY SPELLS	IST 2	3RI		EXI	PERIENCE POINT  PSIONIC COMBAT: 1D2C R SAVE 1D2O+ REY ABILITY M R	COINAGE CP SP GP PP  SP GP PP  NEXT LEVEL  PSIONICS D+ DC MODIFIER + KEY ABILITY MODIFIER FREE MANIFESTATIONS O- LEVEL
SPELLS KNOW  SPELL LEVEL  O  IST  2ND  3RD  4TH  5TH  6TH	SPELLS BONUS PER DAY SPELLS	IST 2	3RI		POWER POINT	PERIENCE POINT  PSIONIC COMBAT: 1D20 R SAVE 1D20+ REY ABILITY M R S	COINAGE CP SP GP PP  SP GP PP  NEXT LEVEL  PSIONICS D+ DC MODIFIER + KEY ABILITY MODIFIER FREE MANIFESTATIONS O- LEVEL
SPELIS KNOW	SPELLS BONUS PER DAY SPELLS	IST 2	3RI		POWER POINT	PERIENCE POINT  PSIONIC COMBAT: 1D2C R SAVE 1D2O+ REY ABILITY M R	COINAGE CP SP GP PP  SP GP PP  NEXT LEVEL  PSIONICS D+ DC MODIFIER + KEY ABILITY MODIFIER FREE MANIFESTATIONS O- LEVEL
SPELLS KNOW  SPELL LEVEL SAVE DC  0  IST  2ND  3RD  4TH  5TH  6TH	SPELLS BONUS PER DAY SPELLS	IST 2	3RI		POWER POINT	PERIENCE POINT  PSIONIC COMBAT: 1D20 R SAVE 1D20+ REY ABILITY M R S	COINAGE CP SP GP PP  SP GP PP  NEXT LEVEL  PSIONICS D+ DC MODIFIER + KEY ABILITY MODIFIER FREE MANIFESTATIONS O- LEVEL
SPELIS KNOW	SPELLS BONUS PER DAY SPELLS	IST 2	3RI		POWER POINT	PERIENCE POINT  PSIONIC COMBAT: 1D20 R SAVE 1D20+ REY ABILITY M R S	COINAGE CP SP GP PP  SP GP PP  NEXT LEVEL  PSIONICS D+ DC MODIFIER + KEY ABILITY MODIFIER FREE MANIFESTATIONS O- LEVEL
SPELIS KNOW	SPELLS BONUS PER DAY SPELLS	IST 2	3RI		POWER POINT	PERIENCE POINT  PSIONIC COMBAT: 1D20 R SAVE 1D20+ REY ABILITY M R S	COINAGE CP SP GP PP  SP GP PP  NEXT LEVEL  PSIONICS D+ DC MODIFIER + KEY ABILITY MODIFIER FREE MANIFESTATIONS O- LEVEL
SPELIS KNOW	SPELLS BONUS PER DAY SPELLS	IST 2	3RI		POWER POINT ATTAC	PERIENCE POINT  PSIONIC COMBAT: 1D20 R SAVE 1D20+ KEY ABILITY M R S CK MODES	COINAGE CP SP GP PP  SP GP PP  NEXT LEVEL  PSIONICS D+ DC MODIFIER + KEY ABILITY MODIFIER FREE MANIFESTATIONS O- LEVEL
SPELIS KNOW	SPELLS BONUS PER DAY SPELLS	IST 2	3RI		POWER POINT ATTAC	PERIENCE POINT  PSIONIC COMBAT: 1D20 R SAVE 1D20+ REY ABILITY M R S	COINAGE CP SP GP PP  SP GP PP  NEXT LEVEL  PSIONICS D+ DC MODIFIER + KEY ABILITY MODIFIER FREE MANIFESTATIONS O- LEVEL
SPELIS KNOW	SPELLS BONUS PER DAY O O O O O O O O O O O O O O O O O O O	IST 26TH	7TH81	PRYMERANT	POWER POINT ATTAC	PERIENCE POINT  PSIONIC COMBAT: 1D20 R SAVE 1D20+ KEY ABILITY M R S CK MODES	COINAGE CP SP GP PP  SP GP PP  NEXT LEVEL  PSIONICS D+ DC MODIFIER + KEY ABILITY MODIFIER FREE MANIFESTATIONS O- LEVEL
SPELIS KNOW	SPELIS BONUS PER DAY SPELIS  O  Copyright 2002, 2003 Keng photocopy for personal use	IST 2	TH	www.kenzerc	POWER POINT ATTAC	PERIENCE POINT  PSIONIC COMBAT: 1D20 R SAVE 1D20+ REY ABILITY M R S CK MODES  SEE MODES	COINAGE CP SP GP PP  PSIONICS D+ DC MODIFIER + KEY ABILITY MODIFIER FREE MANIFESTATIONS O-LEVEL  POWERS  NUMBER OF POWERS KNOWN
SPELIS KNOW	SPELIS BONUS PER DAY SPELIS  O  Copyright 2002, 2003 Kenz photocopy for personal use Kingdoms of Kalamar logs, the marks of Kenzer and Comparis of Senzer and Comparison Senzer and Senzer and Comparison Sen	IST 2	7TH81	PRYMERANT	POWER POINT ATTAC	PERIENCE POINT  PSIONIC COMBAT: 1D20 R SAVE 1D20+ KEY ABILITY M R S CK MODES  SEE MODES  O	COINAGE CP SP GP PP  PSIONICS D+ DC Modifier + Key Ability Modifier Free Manifestations OODIFIER POWERS  OODIFIER OODIFI