

## CHARACTER SHEET, PAGE I

			PLAYER				RACE	LEVEL	
ALIGNMENT			PANTHEC	N/DEITY			CLASS	LEVEL	
SIZE	AGE		GENDER		SKIN		CLASS	LEVEL	
HEIGHT	WEIGHT	WEIGHT		EYES			CLASS	LEVEL	
ABILITY ABILITY NAME SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER		TOTAL	CURRENT	NONLETHAL DAMAGE	DAMAGE SPELL REDUCTION RESISTANCE	
STR				HP		,///			
DEX					TOTAL =	0 + SIZE +	MISC + ARMOR + SHIELD + DEX	ARCANE AMR. CHECK SPELL FAILURE PENALTY	
CON				AC	TOTAL -	o · GIZE ·	MICO V ARMON V GINEED V BEX	]	
INT				110					
WIS				TAIL		DEX + MISC		CDEED	
СНА				INI	I.		FLAT FOOTED AC TOUCH A	SPEED	
REF WILL									
ATTACK TOTAL TYPE	= BASE + S		IZE + MISC +	TEMP MOD					
	= BASE + S								
ATTACK TOTAL TYPE  MELEE	= BASE + S								
ATTACK TOTAL TYPE  MELEE  RANGED	= BASE + S								
ATTACK TYPE  MELEE  RANGED  2nd HAND	= BASE + S	DAMAG	OD MOD		WEIGHT	SIZE TYPE	SPECIAL PROPERTIES	AMMO	
ATTACK TYPE  MELEE  RANGED  2nd HAND  GRAPPLE  WEAPON	= BASE + S ATTACK	DAMAG	OD MOD	MOD	WEIGHT	SIZE TYPE	SPECIAL PROPERTIES		



## CHARACTER SHEET, PAGE II

						KNOWN SAVE DO	LEVEL	PER DAY			01 1111	
ASMONISHED NAME BONUS DEX PENALTY FRAURE  BONUS DEX PENALTY FRAURE    1st	CAMPAIGN NAME		EXPERIEN	NCE POINT	S							
EQUIPMENT & POSSESSIONS  TEM WEIGHT ITEM WEIGHT  Sth	ARMOR/SHIELD											
EQUIPMENT & POSSESSIONS TEM WEIGHT ITEM WEIGHT  Sth	NAME	BONUS	DEX	PENALTY	FAILURE		1st					
EQUIPMENT & POSSESSIONS  TEM WEIGHT ITEM WEIGHT  SPELL SAVE  FEATS & ABILITIES  FEATS & ABILITIES  FEATS & ABILITIES  TOTAL WEIGHT CARRIED  LIGHT MEDIUM HEAVY LIFT OVER LIFT OFF PUSH OR GROUND DRAG  MAX LOAD LOAD LOAD SAMAX GROUND DRAG  LOAD LOAD LOAD SAMAX GROUND DRAG  MAX LOAD LOAD SAMAX LOAD LOAD  LANGUAGES  TANGUAGES  AND LOAD SAMAX SAMAX LOAD LOAD SAMAX LOAD SAMAX LOAD LOAD SAMAX LOAD SAMAX LOAD SAMAX LOAD LOAD SAMAX LOAD LOAD SAMAX LOAD LOAD SAMAX LOAD							2nd					
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EQUIPMENT & POSSESSIONS TEM WEIGHT ITEM WEIGHT  WEIGHT ITEM WEIGHT  Buth  SPELL SAVE  FEATS & ABILITIES  FEATS & ABILITIES  TOTAL WEIGHT CARRIED  LIGHT MEDIUM HEAVY LIFT OFF PUSH OR DRING  ILOND LOND HEAD GROUND PISH OR DRING  BULL SAVE  FEATS & ABILITIES  MONEY & TREASURE  CP (discs) - SP (talons) -										-		
EQUIPMENT & POSSESSIONS WEIGHT ITEM WEIGHT WEIGHT ARM WEIGHT  WEIGHT ARM WEIGHT  TOTAL WEIGHT CARRIED  LIGHT MEDIUM HEAVY LIFT OFF PUSH OR GROUND DRAG  EQUALS 22 MAX ES MAX MAX LOAD LOAD LOAD LOAD COAD  LANGUAGES  MONEY & TREASURE  CP (discs) — SP (talons) —												
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EQUALS 2x MAX LOAD LOAD HEAD GROUND DRAG  **EQUALS AMAX LOAD LOAD LOAD STREASURE**  **EQUALS AMAX LOAD LOAD STREASURE**  **CP (discs) - SP (talons) -		TOTAL	WEIGHT CA	ARRIED								
EQUALS 2x MAX LOAD LOAD HEAD GROUND DRAG  **EQUALS AMAX LOAD LOAD LOAD STREASURE**  **EQUALS AMAX LOAD LOAD STREASURE**  **CP (discs) - SP (talons) -												
EQUALS 2x MAX LOAD LOAD HEAD GROUND DRAG  **EQUALS AMAX LOAD LOAD LOAD STREASURE**  **EQUALS AMAX LOAD LOAD STREASURE**  **CP (discs) - SP (talons) -	LIGHT MEDILIM	HEAVY	LIFT OVER	LIFT OFF	PUSH OR							
CP (discs) – SP (talons) –	LOAD LOAD	LOAD	HEAD	GROUND	DRAG							
CP (discs) – SP (talons) –												
CP (discs) – SP (talons) –			EOUAL S	2× MAY	5v MAY		N.	ONE	V & 7	REACTI	RF	
LANGUAGES			MAX LOAD	LOAD	LOAD		14	LOINI				
GP (sheaves) – PP (brills) –		LANCI	IACES			CP (discs) –			(	SP (talons)		
		LAING	AGES			GP (sheaves	5) —		1	PP (brills) -		
		-										