CHARACTER NAME				PLAYER	PLAYER					DUNGEONS							
Barbarian																	
CLASS	411	RACE		ALIGNMENT		DEITY			' 1		Ge						
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	— н	CH/	RAC	TER F	RECO	RD S	HEE	TS			
ABILITY NAME	ABILITY SCORE	ABILITY TEMPO	RARY TEMPORARY RE MODIFIER	TOTAL	WOUND	S/CURRENT HP		SUBDUAL DAMAGE	F	DAMAGE REDUCTION	HIT DIE TYPE		SPEEC)			
STR				HP		,	7 [SOBONE BANKE	¬		d8						
STRENGTH				POINTS			ᆜ			إ							
DEX DEXTERITY			ARM	AC OR CLASS	= 10+	++	Ĺ	+++									
CON				TOTAL		MOR SHIELD NUS BONUS	DEX MODIFIE	SIZE NATURAL ER MODIFIER ARMOR M	MISC MODIFIER	(HANCE	ARMOR CHECK R	SPELL ESISTANCE				
INT				ITIATIVE			S			CVIII		PENALTY					
INTELLIGENCE				MODIFIER	TOTAL MOI	DEX MISC DIFIER MODIFIER	CLASS			SKILL	.5	МА	X RANKS				
WIS				DACE ATTA		DIFIER MODIFIER	ROSS	SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
СНА				BASE ATTA	Kak			A									
CHARISMA								ALCHEMY Appraise		INT		=	+	.+			
SAVING 1	THROWS	TOTAL	BASE ABILITY MA SAVE MODIFIER MOD	GIC MISC. TEMP	ORARY CONDITIO	NAL MODIFIERS		BALANCE ■		DEX*			+	.+			
	TUDE		SAVE MODIFIER MOD	IFIER MODIFIER MOD	DIFIER			Bluff ■		СНА			+	.T +			
(consti	TUTION)	┇┖ ┈ ┇┖						CLIMB ■		STR*	:	=	+	+			
REF (DEXT	LEX		+ +	+ +			1 –	CONCENTRATION		CON	=	=	+	_+			
WI			====	3			-	Craft ■ (_) INT		=	+	.+			
(wisc			+ +					DISABLE DEVICE		CHA INT		=	+	.+			
							_	Disguise		CHA		=	+	.+			
			TOTAL BASE A	STR TTACK BONUS MODIF	SIZE	MISC TEMPORA	ARY 🗵	ESCAPE ARTIST		DEX*			+	+			
М	3 3 3 3			TIACK BONGS MODIF	T. MODIFIER	MODIFIER MODIFI	E	FORGERY		INT	:	=	+	+			
ATT	ACK BONUS				_ * *		edili.	GATHER INFORMAT	ION ■	СНА	=		+	.+			
RA	NGED ACK BONUS		=	+	+ +	+		Handle Animal Heal ■		CHA		=	+	+			
			TOTAL BASE A	TTACK BONUS DEX	SIZE IER MODIFIER N	MISC	nesse —	HIDE ■		WIS DEX*		=	+ <u>·</u>	+			
				incen	IEK MODITEK I	WODIFIER	_	Innuendo		WIS			+	+			
	WEAPO	V	TOTAL ATTACK E	ONUS DA	VI CE	CDITICAL		INTIMIDATE ■		СНА			+	+			
			TOTAL ATTACK E	ONUS DA	MAGE	CRITICAL	1	INTUIT DIRECTION		WIS	=	=	+	+			
								JUMP ■		STR*	=		+	.+			
RANGE	WEIGHT	TYPE	SIZE	SPECIAI	PROPERTIES	S	_	Knowledge (arcan Knowledge (archi	,	INT	=	==	+	.+			
								& ENGINEERING)	IECIURE	INT							
	* /= A > O	_	<u> </u>				4	Knowledge (geog	RAPHY)	INT			t:	+			
<u>'</u>	WEAPO	V	TOTAL ATTACK B	ONUS DA	MAGE	CRITICAL	\boxtimes	KNOWLEDGE (HISTO	RY)	INT			·	+			
							_	KNOWLEDGE (LOCAL	,	INT	=		+	+			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL	. PROPERTIES	5		KNOWLEDGE (NATU	RE)	INT	=		+ -	+			
								Knowledge (nobility & royalty)		INT							
								KNOWLEDGE (THE PI		INT	=	·	ļ	+			
V	VEAPOI	4	TOTAL ATTACK B	ONUS DA	MAGE	CRITICAL		KNOWLEDGE (RELIG	,	INT			·	т +			
								Listen		WIS	=			+			
RANGE	WEIGHT	TYPE	SIZE	CRECIAL	DDODEDTIE			Move Silently		DEX*	=	=		+			
KANGE	WEIGHT	HIPE	SIZE	SPECIAL	. PROPERTIES		1 —	Open Lock Perform ■ (DEX	=	: -		+			
								FERFORM ■ (- <i>)</i> }							
								(-) _) CHA	_	: 4	L -	+			
ARMOR/	PROTECT	IVE ITEM	TYPE	ARMOR BONL	IS MAX	DEX BONUS	\boxtimes	Ріск Роскет		DEX*				+			
						DEA BORGS		Profession() wis	=	:		+			
CLIFCICARE	UTV SPE	CAULIE						RIDE (DEX		:+		+			
CHECK PENA	SPELL	FAILURE	SPEED WEIGHT	SPEC	IAL PROPERT	IES	•	SCRY ■ [can't buy ran SEARCH ■	ks]	INT		·	- 0 ⊣	+			
								SEARCH SENSE MOTIVE		WIS	=	:f	+	+			
SHIELD/PI	POTECTI	/E ITEM					- I⊠ '	Spellcraft		INT	=	·		r +			
SIII559/P		A	RMOR BONUS WI	IGHT CHECK	PENALTY S	PELL FAILURE	L (2)	Spot ■		WIS	=	' +		+			
								Swim ■		STR**	=	:+		+			
			SPECIAL PROPER	TIES			_	TUMBLE		DEX*		:+	+	+			
							\boxtimes	Use Rope ■		DEX	=	+	+	+			

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AMMUNITION

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.

Skills marked with ⊠ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies.

** –1 per 5 lb. of gear.

AMPAIGN								
					RAGE TIMES/DAY	<u> </u>	USED	
XPERIENCE POINTS	S				RAGE DURATION	ON:		ROUNDS
			****					1
		GEAR						
ITEM	w	т.	ITEM	WT.				
		-						
		1						
	-							
					LIGHT LOAD	MEDIL	JM LOAD	HEAVY LOAD
				1 7				
					LIFT OVER	LIF	T OFF	PUSH OR
					HEAD	GRO	DUND	DRAG
					EQUALS MAX LOAD	2 × M.	AX LOAD	5 × MAX LOAD
						ANG	UAGES	
			TOTAL WEIGHT	CARRIED	7	ANG	UAGES	
	N	ONEY			Litera Initial languages = 0	te? (2	skill points	;) _□
					Initial languages = 0 Each additional lan	Common	ı + racial langua neak Language	iges + Int bonus 1 = 2 skill points
CP —					zacii adamonarian	Pare (a	F	, = ,
SP —								_
GP								
DD				l l				

SPECIAL ABILITIES/FEATS