Character Nam				Player			 _ _ _	Dur	IGE	<u> 9N:</u>	<u>जे</u>	
01					<u></u>			F)R4	GE	NS	B	
Class		Race		Alignment	Level	Deity	CHAR	ACTER				тs
Size	Age	Gender	Height	Weight	Eyes Hair	SI						
ABILITY NAME		BILITY TEMPORARY	MODIFIER	TOTAL	WOUNDS/CURRENT	HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	9	SPEED)
STR strength			H	HP nit points								
DEX dexterity			ar	AC mor class	= 10 ++	+	+ + +					
CON				TOTAL		HELD DEX DNUS MODIFI	SIZE NATURAL MISC ER MODIFIER ARMOR MODIFI	ER	MISS CHANCE	ARCANE SPELL AILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
constitution		=		NITIATIVE modifier	= +	SS		SKIL			X RANKS	/
intelligence			HH 7	moarrier	TOTAL DEX MO	AISC DIFIER SOUD		KEY	SKILL	ABILITY	RANKS	MISC
WIS wisdom					СК	_	SKILL NAME	ABILITY	MODIFIER	MODIFIER		MODIFIER
CHA charisma				borrus			Alchemy Animal empathy	int cha		=	+	_+
SAVING 1	THROWS		SE ABILITY N	MAGIC MISC. TEMPO ODIFIER MODIFIER MOD	ORARY conditional modifi	ers	Appraise	int		=	+ +	_+ _+
FORTI	TUDE		++	+ +			Balance∎ Bluff∎	dex* cha		=	+	_+
(constit	tution)				-11		Cl imb ∎	str*			+ +	_+ +
(dexte			++	+++			Concentration ■	con		=	+	+
WI (wisc	dom)	=	+ +	+ +			Craft ■ (Decipher Script) int int		=	+	_+
							Dipl omacy ■	cha		=	+ +	-+ +
		Т	OTAL BAS	STR E ATTACK BONUS MODIF	SIZE MISC IER MODIFIER MODIFIER		Disable Device	int		=	+	+
N	IELEE		=	+]+[]+[]+		Disguise ■ Escape Artist ■	cha dex*			+	_+
	NGED						Forgery ■	int		=	+	.* _+
	ack bonus			E ATTACK BONUS DEX			Gather Information Handle Animal	cha cha		=	+	_+
		1	UTAL	MODIF	IER MODIFIER MODIFIER		Heal	wis			+ +	_+ +
	WEAPON		TOTAL ATTAC				Hide ■	dex*		=	+	+
			TOTAL ATTAC	K BOINUS DA	MAGE CRITIC		Innuendo Intimidate ∎	wis cha		=	+	_+
RANGE	WEIGHT	TYPE	SIZE	SPECIAL	L PROPERTIES		Intuit Direction	wis		=	+ +	-+ +
KANGL	WLIGITI		JIZL	SFECIA	L FROFERIES		Jump ■	str*		=	+	+
							Knowledge (arcana) Knowledge (architect	int ure		=	+	.+
\\	WEAPON		TOTAL ATTAC	K BONUS DA	MAGE CRITIC	CAL	& engineering)	int	;	=	+	+
							Knowledge (geograph Knowledge (history)	ny) int int		=	+	_+
RANGE	WEIGHT	TYPE	SIZE	SPECIA	L PROPERTIES		Knowledge (local)	int		=	+ +	_+ +
							Knowledge (nature)	int		=	+	+
	WEAPON						Knowledge (nobility & royalty)	int				
			TOTAL ATTAC	K BONUS DA	MAGE CRITIC		Knowledge (the plane	s) int	:	=	т +	_*
DANOE	WEIGHT	TVRE	0175				Knowledge (religion)	int wis	·	=	+	+
RANGE	WEIGHT	TYPE	SIZE	SPECIA	L PROPERTIES		Listen ■ Move Silently ■	dex*		=	+ +	_+
							Open Lock	dex		=	+	+
							Perform ■ ()				
ARIVIOR/	PROTECTI	VETTEIN	TYPE	ARMOR BON	US MAX DEX B	SUNC	() cha	:	= .	+	+
							Pick Pocket	dex*		=	+	+
CHECK PEN	ALTY SPELL I	FAILURE SF	PEED WEIGH	HT SPEC	CIAL PROPERTIES		Profession (Read lips) wis int		-	+	_+
							Ride ■ () dex			+	-' +
SHIELD/P	PROTECTIV				PENALTY SPELL FA		Scry ■ Search ■	int int	'	=	+	+
							Sense Motive ■	wis	i	=	+ +	_+
			SPECIAL PROP	PERTIES			Spellcraft	int		=	+	+
							Spot ■ Swim ■	wis str*	، [:]	=	+	_+
L			AMMUNITI	ON			Tumble	dex*		=	+ +	-+ +
							Use Magic Device	cha		=	+	_+
					00000 0 00000 0 00000 0	nnn U	Use Rope ■ Wilderness Lore ■	dex wis	'			_+
								113			+	_+

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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 penal ty, if any, applies. ** –1 per 5 lb. of gear.

	GEAR					
ITEM	WT.	ITEM	WT.			
				LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
				LIFT OVER	LIFT OFF	PUSH OR
				HEAD EQUALS MAX LOAD	GROUND 2 ~ MAX LOAD	DRAG 5 - MAX LOAD
		TOTAL WEIGHT CA	RRIED		ANGUAGE	S
	MONE			Initial languages = Each additional lar	- Common + racial lan nguage (Speak Langua	guages + Int bonus ge) = skill points

campaign

SPECIAL ABILITIES/FEATS

SPELLS

0: _

SPELL SAVE

		DC MOD
SPELL SAVE DC	LEVEL	SPELLS BONUS PER DAY SPELLS
	0	0
	1ST	
	2ND	
	3RD	
	4TH	
	5TH	
	6TH	
	7TH	
	8TH	
	9TH	
nur	nber of sp	ells known
0	1st	2nd
		5th
6th	7th	8th
9th		

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