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CL	CHARACTER PLAYER LEVEL CHARACTER CONCEPT								/		Y	1)				
CH	CHARACTER CONCEPT											- (1	
PA	PATRON DIETY / RELIGION						1				١.			"		
PL	CHARACTER CONCEPT RACE ALIGNMENT PATRON DIETY / RELIGION PLACE OF ORIGIN FIGHTING S						STYL	.E				1	• -			
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		SCORE		TEMP TEMS					AKI	$\overline{}$	SHIELD	DEA	WIS	SIZE	NATUR	T
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	EXTERITY				ASS $\S \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ $											
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W	ISDOM			DIE ALCHEMY							Y / N	INT				
	HARISMA					AMAGI				ANIMAL EMPATHY	Y / N	CHA				
	TH HUDWIT					EDUCT	IONL]	APPRAISE ✓ BALANCE ✓	Y / N Y / N	INT DEX *		<u> </u>		\sqcup
										BLUFF ✓	Y / N	СНА	-			$\vdash \vdash \vdash$
		TOTAL	BASE AE	ILITY MAGIC	MISC	TEMP	MO	DIFIERS		CLIMB ✓	Y / N	STR *				
G S	FORTITUDE ((CON)								CONCENTRATION ✓	Y / N	CON				
SAVING FHROWS	REFLEX (DEX	0								CRAFT ✓ (POISONS) CRAFT ✓ (TRAPMAKING)	Y / N	INT INT				\vdash
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TES	INITIATIVE (DEX)								DISGUISE ✓ ESCAPE ARTIST ✓	Y / N Y / N	CHA DEX *	<u> </u>	 	\vdash	\vdash
COMBAT BONUSES	· ·						\dashv	\rightarrow		FORGERY ✓	Y / N	INT	-	 		\vdash
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CC	RANGED (DE	EX)			Ì	Î				HANDLE ANIMAL	Y / N	CHA				
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ACWITET A	OOTED RESERVATION NESSEL	(E) 4	Recifiedt Recarding	EL CE	WEAPON A	ND ARMO	OUR PRO	FICIENCI	IES	INNUENDO	Y / N	WIS	-			-
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ACTAI	Wildle Migg	ANOTA PRET	A ATAIL	STREST		EAPON AND ARMOUR PROFICIENCIES				INTUIT DIRECTION	Y / N	WIS				
										JUMP ✓	Y / N	STR*				
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			WI	EAPONS						KNOWLEDGE ()	Y / N	INT				
				1		_				LISTEN /	Y / N	WIS		<u> </u>		
W	/EAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS	MOVE SILENTLY OPEN LOCK	Y / N Y / N	DEX*			\vdash	\vdash
NOTE	<u> </u>										Y / N	СНА		\vdash		\vdash
NOTES	•				1					PICK POCKET	Y / N	DEX*				
W	/EAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS	<u> </u>	Y / N	WIS				
										READ LIPS RIDE ✓	Y / N Y / N	INT DEX		<u> </u>		\vdash
NOTES	S									SCRY ✓	Y / N	INT	-			\vdash
W	/EAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS	SEARCH ✓	Y / N	INT				
										SENSE MOTIVE ✓	Y / N	WIS				
NOTES	S									SPELLCRAFT	Y / N	INT	<u> </u>	 	igwdot	\sqcup
V	VEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS	SPOT ✓ SWIM ✓	Y / N Y / N	WIS STR ★	<u> </u>	 	$\vdash\vdash\vdash$	\vdash
										TUMBLE	Y / N	DEX*		 		\Box
NOTES	5									USE MAGIC DEVICE	Y / N	CHA				
W	EAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS	USE ROPE ✓	Y / N	DEX	_	<u> </u>	$\vdash \vdash \vdash$	$\vdash \vdash$
										WILDERNESS LORE ✓	Y / N Y / N	WIS				_
NC	TES									l ————	. / 19					<u> </u>

ITEM	LOCATION	WT	ITE	EM	LOCATION	WT	NAM	IE	EFFECT
							~-	1 GG /5 :	
							CL	ASS/RA	CIAL ABILITIES
							ABI	LITY	EFFECT
CURRENT LOAD			TOT	TAL WEIGHT CA	RRIED				
MOVEMENT / L	IFTING			MON	EY & GEN	ИS			
Movement Rate	Movement	Ra	te	CP -					
Walk (= Base)	Hour Walk	:		Cr -					
Hustle	Hour Hust	le		SP -					
Run (x 3)	Day Walk		\neg	CD					
Run (x4)	Special	\top	\neg	GP -					
Load Weight Carried	Max Dex Chk	Pen F	Run	PP -					
ight	-	-	-	GEN 10					
Medium	+3	-3	x4	GEMS -					
Heavy	+1	-6	х3						
									EVDEDIENCE
									EXPERIENCE
LET OVER HEAD.	LET OFF CROSS	ND.	DITELL	OR DRAC				TOTAL EX	KPERIENCE
IFT OVER HEAD L = MAX LOAD	IFT OFF GROU = 2 X MAX LOAD	ND	= 5 X M	OR DRAG MAX LOAD					
]	LANGUAC	SES							
								XPS NEED	DED FOR NEXT LEVEL

HEAL RATE PE	TURNING/REBUKING ATTEMPTS PER DAY							+ CH	A MO	DDIF	TER -	+ EXT	RA '	TUR	NING		
			SPELI	LS					SPEI	DC L	EVEL 0 1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH			BONUS			
DOMAIN		N AND ES	TATE SPELLS DOMAIN			ESTATE			9TH SPELL SAVE DC MOD								
1:			1:				,				MAC	GIC I	ITEN	AS			
2:			2:														
3:	3:		3:		3:												
4:			4:														
5:	5:		5:		5:												
6:			6:														
7:	7:		7:		7:												
8:			8:														
9:	9:		9:		9:												
			HEN	СНМЕ	N / A	ANIMAL (COM	PANIC	NS/	MEF	RCEN	IAR	IES				
NAME		RACI	E	NUMB	ER	HD / LVL	НР	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	СНА
NOTES				ı			ı			1		1					
NAME	RAC		E NUMB		ER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	СНА
NOTES NAME		RACE		NUMBER		HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	СНА
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NOTES		1		I		<u>I</u>	<u> </u>	1	1	I			l	<u> </u>			<u> </u>

			<u> </u>				
PHYSICAL APPEARANCE	AGE		SEX				
	HEIGHT		SIZE				
	WEIGHT		HAIR				
	EYES		HANDEDNESS				
	•						
QUOTE / FAVOURITE SAYING		ENEMIES, ALLIES, PAST AQUAINTENCES					
PERSONALITY AND CHARACTER							
TEMPLE		CONCRE	CATION				
TOTAL VALUE: LEVEL: LOCAT	ION:	CONGREGATION					
		LOCATION:					
AVAILABLE HYMNS:							
		NUMBER OF MEMBERS:					
		LEVEL:					
		LEVEL.					
	<u> </u>						
BACKGROUND & FURTHER NOTES							
			1				
GUILD	ALLI	ES	RESOURCES				
TYPE:							
ALIGNMENT:							
REACH:							
LOYALTY:							
ACTIVITY:							
VISIBILITY:							
INCOME:							