CHARACTER				PL	AYER .			νĐι	JNGI	EON:	}	
CLASS LEVEL					RAGONS							
				AL	IGNME	NT		' iノ	K4 G	SNE	•	
PATRON DEITY/RELIGION _								CHARACT	TER RECO	ORD SHI	ET	
ORIGIN			RESIDEN	NCE					_			
ABILITY SCORES HIT POINTS				SKILLS	CLASS MAX RANKS = LVL+3(/2) SKILL TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3							
STRENGTH SCORE	MOD SCORE	MOD					APPRAISE ■ AUTOHYPNOSIS BALANCE ■	#	WIS DEX*		\blacksquare	
DEXTERITY	-	-	MAX				BLUFF ■		СНА			
CONSTITUTION	$\dashv \vdash \dashv$	-					CLIMB ■		STR*	\Box	\Box	
INTELLIGENCE	-		AMAGE DUCTION				CONCENTRATION ■	\backslash	CON	\dashv	-	
WISDOM	$\dashv \vdash \vdash$	_	_	CL	JRRENT		CRAFT ■ (—' ——	INT	\dashv	-	
CHARISMA		DIE	TYPE(S)				DIPLOMACY ■	\neg	СНА	\dashv	$\neg \neg$	
	AR	MOR		AC WHEN			DISABLE DEVICE		INT			
	мс	DIFIERS -		FLAT-FOO AC VERSU	s	\vdash	DISGUISE ■		CHA	\dashv	-	
	R SHIELD DEX	SIZE NATURAL	MISC I MISC Z	TOUCH A		\vdash	ESCAPE ARTIST ■ FORGERY ■	\dashv	DEX*	\dashv	+	
) = 10 + <u> </u>	RMOR WORN/ADDITIO	DNAL MODIFIERS		MAX DEXT			GATHER INFORMATION		СНА	\dashv	\dashv	
	ok wokky/koorne	THE WORLD		ARMOR C PENALTY	HECK		HANDLE ANIMAL		СНА			
CLASS				ARCANE S FAILURE	PELL		HEAL ■		WIS	\perp	\Box	
CLASS				SPELL RES	SISTANCE		HIDE ■	-	DEX*	\dashv	-	
				l 			INTIMIDATE ■ JUMP ■	-	CHA STR*	\dashv	-	
SAVIN	G THROW		IFIERS ———	INI	TIAT	IVE	KNOWLEDGE ()	INT	\dashv	\dashv	
TOTAL 1		ABILITY MA		TOTAL	DEX	MISC	KNOWLEDGE (INT			
FORTITUDE		CON			DEX		KNOWLEDGE ()	INT	\dashv	$\perp \!\!\!\perp \!\!\!\!\perp$	
REFLEX		DEX			BASE	MODIFIED)	WIS	+	-	
WILL		WIS		SPEED			LISTEN ■ MOVE SILENTLY ■	\neg	DEX*	\dashv	\dashv	
	MULTIPLE ATTA		CLASS BASE		– MODIFIE		OPEN LOCK PERFORM ()	DEX CHA			
MELEE	2ND 3RD 4TH	5тн 1	2 3	4 ABILITY	SIZE MIS	SC I MISC 2	FERI ORM (—', ——	CHA	\dashv	-	
RANGED	_5 _10 _15	⊣		DEX		+	PERFORM (PROFESSION (_;	WIS	\dashv	\dashv	
GRAPPLE	-5 -10 -15			STR		+	PSICRAFT		INT			
FLURRY OF BLOWS				STR			RIDE ■		DEX			
	ADDITIO	NAL MODIFIERS					SEARCH ■	-	WIS	+	-	
							SENSE MOTIVE ■ SLEIGHT OF HAND	\neg	DEX*	\dashv	\dashv	
							SPELLCRAFT		INT			
							SPOT ■		WIS	\perp	\Box	
							STABILIZE SELF	-	CON	\dashv	-	
	WE	APONS					SURVIVAL ■ SWIM ■	\Rightarrow	WIS STR*			
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	TUMBLE USE MAGIC DEVICE	-	DEX*	\dashv	-	
							USE PSIONIC DEVICE		СНА	\dashv	\dashv	
NOTES							USE ROPE ■		DEX			
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE					\Box	
									-	\dashv	-	
NOTES									+	$\overline{}$	$\overline{}$	
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE						
NOTES									-	+	\dashv	
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	■ DENOTES SKILL CAN BE USED UNTRAI	NED — * ARMOR CH	ECK PENALTY APPI	LIES (DOURI F FO	R SWIM)	
								PROFICIENCE		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	· · · · · · · · · · · · · · · · · · ·	
NOTES							WEAPONS: SIMPLE MARTIAL	ARMOR: 🗖 LIG	HT MEDIUI	M HEAVY	SHIELDS	
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE						
NOTES			Н ШШ									

EQUIPMENT

						EQUIPME	1 1 1				
	ITEM		LOCATIO	ОИ	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
				1							
C	URRENT LOAD			_					TOTAL WEIGHT CARRIED		
				_				1			
N	NOVEMENT	T & L	JFTIN	G		EXPERIEN	ICE		MONEY & 0	GEMS	
		ALK	HUSTLE	RL	ЛИ	TOTAL EXPERIE	ENCE		CP —		
MOVEMEN				Ļ							
			= 2 × BASE SPEED LIFT OFF GROUND			XPS NEEDED FOR N	FXT I FVFI		SP —		
LIFTING						XI S NEEDED TOK N	LXI LLVLL				
	= MAX	LOAD	= 2 × MAX LOAD	= 5 × m/	AX LOAD	HIT POINTS BY	1.57/51		GP —		
LOAD	CAPACITY	MAX	DEX ENC PE	EN RU	UN	HII POINTS BY	LEVEL				
LIGHT		NORM	MAL NORM	AL NOF	RMAL				PP —		
MEDIUM		+3	3 –3	×	<4				GEMS —		
HEAVY		+1		 	<3				GEWI3		
									I ANGUA	GFS	
									LANGUA	<u>GES</u>	
					1						

SPELLS			SP	ELLS,	POW	ERS &	MAGIC	ITE	MS				
SPELL SAVE DC NOD SPELLS BONU SPELLS AVE DC NOD SPELLS BONU SPELL SAVE DC MOD SPELLS BONU SPELLS BONU SPELLS AVE DC MOD SPELL SAVE MODIFIERS MISC SPELL SAVE MODIFIERS M	S # SPELLS S KNOWN		SP	ELLS,	POW	ERS &	MAGIC	ITE	MS				
TIMES/DAY = 3 + CHA CHECK = CHA													
DAMAGE = 2d6 + CHA													
PSIONICS													
# POWERS LEVEL # POWERS	OWER POINTS												
KNOWN LEVEL KNOWN LEVEL PO						_							
1sт 6тн						$\dashv \vdash$							
2ND 7TH						\dashv							
3RD 8TH	FREE MANIFESTATIONS					$\exists \vdash$							
4тн 9тн													
PSIONIC COMBAT						$\dashv \vdash$							
1d20 + DC MOD + ABILITY MOD ATTACKS EGO ID MIND	MIND PSYCHIC					$\dashv \vdash$							
DEFENSES ABILITY DEX STR CHA	THRUST CRUSH INT WIS												
■ EMPTY MIND +1 -2 +3	-3 -5												
INTELLECT FORTRESS -2 +1 +0	+6 +4					_							
MENTAL BARRIER -1 +4 -3 THOUGHT SHIELD -4 -1 -2	+1 +3					\dashv							
TOWER OF IRON WILL +3 +0 -1	+5 -3					\dashv							
NONPSIONIC -8 -9 +4	-8 -8												
FLAT-FOOTED/POWERLESS +8 +7 +8	+8 +8												
		MEN/AN				T							
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
NOTES		<u> </u>		<u> </u>	<u> </u>								
NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	СНА
NOTES	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	СНА
		,						2.10		-511	,	5	
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
NOTES	1	<u> </u>		<u> </u>		<u> </u>			<u> </u>				

CHARACTER DESCRIPTION

CHARACTER NAME	AGE	SEX
DESCRIPTION	BIRTH DATE	SIZE
	HEIGHT	WEIGHT
	HAIR	EYES
	SKIN	HANDEDNESS
PERSONALITY	С	HARACTER SKETCH
QUOTE(S)		
CONTACTS/FRIENDS		
ENEMIES		
BACKGROUND & NOTES		
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