CHARACTERPLAYER								DUNGEONS				
CLASS	T)RAGONS											
RACE				AL	.IGNME	NT		ノシ	KAG	SN2	F	
PATRON DEITY/RELIGION _								CHARACT	FR RFC	ORD SH	FFT	
ORIGIN				Cilitatica	ER REC	010 311						
ABILITY SCORES HIT POINTS							SKILLS	CLASS MAX RANKS = LVL+3(/2) SKILL TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3				
SCORE	MOD SCORE	мор	\neg Γ				APPRAISE ■ BALANCE ■	\rightarrow	INT DEX*	+	\dashv	\dashv
STRENGTH	$\dashv \vdash \dashv$	ᆜᆫ					BLUFF ■	\neg	СНА		\dashv	\dashv
DEXTERITY	$\dashv \vdash \dashv$	— .	MAX				CLIMB ■		STR*			
CONSTITUTION	$\dashv \vdash \dashv$	L					CONCENTRATION ■	, —	CON		\rightarrow	_
INTELLIGENCE	$\dashv \vdash \vdash$		AMAGE DUCTION		IDDENIT		CRAFT ■ (— ⁾ ——	INT	-	\dashv	\dashv
WISDOM CHARISMA	$\dashv \vdash \vdash$		TYPE(S)		JRRENT		DIPLOMACY ■	-	СНА		\dashv	\dashv
CHARISIVIA		DIE	116(2)				DISABLE DEVICE		INT			
	AR	MOR		AC WHEN	TED		DISGUISE ■	_	CHA			\dashv
ARMOR ARMOR	SHIELD DEX	DDIFIERS	мізс 1 мізс 2	AC VERSU	S TTACKS		ESCAPE ARTIST ■ FORGERY ■	\rightarrow	DEX*	_	-	\dashv
= 10 +	DEX			MISS CHA			GATHER INFORMATION	\neg	СНА		\neg	\dashv
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	RMOR WORN/ADDITIO	ONAL MODIFIERS		MAX DEXT BONUS	TERITY		HANDLE ANIMAL		СНА			
				ARMOR C PENALTY	HECK		HEAL ■	\rightarrow	WIS			_
CLASS				ARCANE S FAILURE	PELL		HIDE ■ INTIMIDATE ■	-+	DEX*	_		\dashv
				SPELL RES	SISTANCE		JUMP ■	\neg	STR*			\dashv
CAVINI	G THROW	TC .		INIT	TIAT	IVE	KNOWLEDGE ()	INT			
SAVIIN	CLASS BASE		IFIERS ———				KNOWLEDGE ()	INT			_
TOTAL 1	2 3 4	ABILITY MA	GIC MISC	TOTAL	DEX	MISC	KNOWLEDGE ('	INT	_		\dashv
FORTITUDE		CON	+		DEX		LISTEN =	—' — —	WIS	-		\dashv
REFLEX WILL		WIS	_	SPEED	BASE	MODIFIED	MOVE SILENTLY ■		DEX*			
WILL				SPEED			OPEN LOCK	, —	DEX			_
		CK ROLL					PERFORM (_;	CHA	_	-+	\dashv
TOTAL	MULTIPLE ATTA 2ND 3RD 4TH	скs н 5тн 1	CLASS BASE 2 3	4 ABILITY	- MODIFIE SIZE MI:		PERFORM ('	СНА	_	\dashv	\dashv
MELEE	-5 -10 -15	5		STR			PROFESSION (WIS			
RANGED	-5 -10 -15	5		DEX			RIDE ■		DEX			_
GRAPPLE	-5 -10 -15	5		STR			SEARCH ■	\rightarrow	WIS	_	-+	\dashv
FLURRY OF BLOWS				STR			SENSE MOTIVE ■ SLEIGHT OF HAND	\rightarrow	DEX*	-	-+	\dashv
	ADDITIO	NAL MODIFIERS					SPELLCRAFT		INT			
							SPOT ■		WIS			_
							SURVIVAL ■	\rightarrow	WIS STR*	_	-+	\dashv
							SWIM ■ TUMBLE	\rightarrow	DEX*	_	\dashv	\dashv
							USE MAGIC DEVICE		СНА			
	WE	APONS					USE ROPE ■		DEX			\Box
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE			+	+	-+	\dashv
NOTES	_								\blacksquare			_
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE			-	_		\dashv
											\dashv	\dashv
NOTES			<u> </u>									
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE		\longrightarrow	\dashv			\dashv
				<u> </u>	<u> </u>	<u> </u>		$\overline{}$	\dashv		\vdash	\dashv
NOTES	ATT BOSSIS			I DANICE	TVES	6175						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	■ DENOTES SKILL CAN BE USED UNTRAI			LIES (DOUBLE F	OR SWIM)	_
NOTES	<u> </u>				<u> </u> 		F WEAPONS: SIMPLE MARTIAL	PROFICIENCI ARMOR: 🚨 LIGH		M DINENO	- [] e	IEI De
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	WEATONS SIMPLE - MARTIAL	ARMOR LIGH	<u>-</u> MEDIU	I HEAVY	⊸ 3HI	
WEATON	7.1. 50103	DAWAGE	CKITICAL	1031102		3121						-
NOTES												-

EQUIPMENT

						EQUIPME	11/1				
	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 SPELLS & MAGIC ITEMS SPELLS BONUS # SPELLS SPELL LEVEL SAVE DC PER DAY SPELLS KNOWN 0 0 1st 2ND 3_{RD} 4тн 5тн 6тн 7тн 8тн 9тн SPELL SAVE - MODIFIERS -MISC DC MOD = 10 +TURN UNDEAD MODIFIERS -LEVEL MISC TIMES/DAY = 3 +СНА СНА CHECK DAMAGE + 2d6 = HENCHMEN/ANIMAL COMPANIONS RACE/CLASS HD/LVL INIT DEX CON WIS СНА NAME SPD AC ATK STR INT NOTES NAME RACE/CLASS HD/LVL INIT SPD AC ATK STR DEX CON INT WIS СНА NOTES RACE/CLASS HD/LVL SPD CON WIS СНА NAME ΗР INIT AC ATK STR DEX INT NOTES NAME RACE/CLASS HD/LVL ΗР INIT SPD ATK STR DEX CON INT WIS СНА AC NOTES

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		
NUMEROUS & DESCRIPTION OF THE PROPERTY OF THE	DACTED SHEET V2 2 8/03 BY DATBICK MIRROW	D IRISHMAN PRODUCTION • WWW.MAD-IRISHMAN.NET
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