

CHARACTER	NAME		_	PLAYER			<b>DUNGEONS</b>					
CLASS		RACE		ALIGNMENT		DEITY		DR4	AGONS"			
CDASS		MACE					_	CHARACTER	RECORD SHEETS			
LEVEL	SIZE	AGE ABILITY TEMPOR	GENDER MRY TEMPORARY	HEIGHT	WEIGHT	EYES	HAIR		SPEED			
STR	SCORE	MODIFIER SCOR	E MODIFIER	HP POINTS	WOUNDS	CURRENT HP	SUBDUAL DAMA	CE	SPEED			
DEX				AC	- 10+	7+17+						
CON			ARM	TOTAL	ARI	VOR SHIELD NUS BONUS	DEX SIZE MIS MOD MOD MO	C ARCANE ARMO D SPELL CHECK FAILURE PENALT	ARMOR TYPE			
INT	N		11	MODIFIER		+	1488	SKILL				
WIS					TOTAL M	EX MISC OD MOD	SKILL NAME	KEY	Y SKILL ABILITY RANKS MISC MOD			
CHA				BASE ATTA	CK		0		_ = _ +_ +_			
CHARISMA	TUROWS	TOTAL	BASE ABILITY MA	GIC MISC. TE	MP. FORMALIO	NAL MODIFIERS	0					
FORT	THROWS	TOTAL	SAVE MODIFIER MOD	H HODIFIER MOI	DIFIER	AND MODELLING	0		+-+			
RE	FLEX		+ +	7+17+1			0		_ = _ + _ + _			
W	TERITY)			T+TT+			0		++			
(201	ом)			Som	CONDITIO	MAL MODIFIERS	-					
		TOTAL 1	BASE TTACK STR SI ONUS MOD M	ZE MISC TE	MP. DIFIER		0		+_++			
ATTAC	K BONUS		++_	_+_+			0					
RAI	K BONUS	L	BASE DEX SI	ZE MISC			0		+-+			
		TOTAL	TTACK MOD M ONUS	ор мор		and Som			= _ + _ + _			
	WEAPO	N	TOTAL ATTACK	BONUS D	AMAGE	CRITICAL	0		+ _ + _			
			TWEE	SDECIA	L PROPERTIE	c	0		+-+			
RANGE	WEIGHT	SIZE	TYPE	SPECIA	L PROPERTIE		0		_ = _ + _ + _			
	WEAPO	ON	TOTAL ATTACK	PONUS	AMAGE	CRITICAL	0		++			
			TOTAL ATTACK	BONOS	AMAGE	CRITICAL	0		+ _ + _			
RANGE	WEIGHT	SIZE	ТҮРЕ	SPECIA	L PROPERTIE	s	0		= _ + _ + _ + _			
									++			
	WEAPO	ON	TOTAL ATTACK	BONUS D	AMAGE	CRITICAL			+ _ + _			
PANCE	WEIGHT	SIZE	TYPE	SPECIA	AL PROPERTIE	s	0		+ _ +			
RANGE	WEIGHT	3126					0		++_			
							0		+ _ +			
ARMO	R/PROTE	CTIVE ITEM	TYPE	ARMOR BON	US CH	IECK PENALTY						
MAY DEY	SPELL FA	ILURE SPEE	WEIGHT	SPECIA	AL PROPERTIE	S						
MAA DEA	3,222	J. Conc.							LIFT OVER HEAD			
SHIELD	PROTECT	TIVE ITEM	RMOR BONUS	WEIGHT SPELL	FAILURE CH	IECK PENALTY			EQUALS MAX LOAD			
							distant land					
			SPECIAL PROPE	RTIES	CONTRACTOR OF STREET				LIFT OFF GROUND			
			A 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	N.					2 × MAX LOAD			
			AMMUNITIO		-		8					
-						000000000000000000000000000000000000000			PUSH OR DRAG			
@3000 W/rz	ARDS OF THE C	DAST INC All rights	reserved. Made in the U.	S.A. Permission grants	ed to photocopy f	or personal use or	nly. CH	ARACTER ILLUSTRATIO	ON 5 × MAX LOAD			

CAMPAIGN				NUMBER OF SPELLS KNOWN	(BARDS & SORCERERS ONLY)					
	SPELL S	AVE	197							
		THE RESERVE				87H 9TH				
EXPERIENCE POINTS				OC MOD	2111 /TH	81H9TH				
		SPELL	SPELLS	BONUS						
	GEAR	SPELL LEVEL	PER DAY	SPELLS	SPE	LLS				
SERVICE SERVICE SE		0		0	THE RESERVE OF THE PARTY OF THE					
ITEM	ITEM									
		1ST								
Library distribution					And the second second second second					
		2ND								
		3RD								
PRODUCTION CONTRA	THE STREET STATE OF THE STATE O	4TH								
		5TH								
				=						
		бТН								
		771								
		7TH								
		8TH								
		9TH								
		LANGI	IACES							
		LANG	DAGES			07-0-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1				
		The second								
	100 Charles and a land and the					(S)				
		CONTRACTOR OF STREET	STATE OF THE PARTY.	CDE		THE RESERVE OF THE PARTY OF THE				
				SPEC	CIAL ABILITIES/FEAT	5				
				*						
THE RESERVE TO STATE OF THE PARTY OF THE PAR										
				-						
		The Indiana Control	1							
			-	-						
	the property of the same of th				NOTES					
THE RESERVE OF THE PERSON NAMED IN	MONEY	Eller Service Control of the Control								
	MONE									
	The second secon									

CHARACTER N	NAME	PLAYER		—	UNGE	<b>ONS</b>	
					RAGE	NG <sub>8</sub>	<b>→</b>
CLASS	RACE	ALIGNMENT LEVEL	DEITY	CHARACT			гтс
SIZE	AGE GENDER HEIGHT	WEIGHT EYES	HAIR SKIN	CHARACT		KU SHE	C13
ABILITY NAME	ABILITY ABILITY TEMPORARY TEMPORARY SCORE MODIFIER SCORE MODIFIER	TOTAL WOUNDS/O	CURRENT HP SUI	DAN BDUAL DAMAGE REDU	IAGE HIT DIE CTION TYPE	SPE	ED
STR		IP POINTS	JOINE NAME OF THE PARTY OF THE	BBOAL BANAGE			
DEX							$\overline{}$
DEXTERITY	ARMO	TOTAL ARMO	DR SHIELD DEX SI	IZE NATURAL MISC	MISS	ARCANE ARMO	OR SPELL
CON		ITIATIVE	US BONUS MODIFIER MOD		CHANCE	SPELL CHEC FAILURE PENAL	K RESISTANCE TY
INT INTELLIGENCE		MODIFIER	+ MISC PI	SI	KILLS	MAX RANI	KS /
WIS		TOTAL MODIF	FIER MODIFIER	L NAME	KEY SKILL MODIFIER	ABILITY MODIFIER RAN	KS MISC MODIFIER
CHA		BASE ATTACK BONUS	☐ Alch	IEMY	INT		
CHARISMA			<del>-</del> .		СНА	=+_	+
SAVING TI	SAVE MODITER MODI	FIER MODIFIER MODIFIER CONDITIONA	AL MODIFIERS APPR		INT	=+	+
FORTI1 (CONSTITU	TION) = + +	+ + +	☐ BALA		DEX* CHA	=+ = +	+ +
REFL			□ CLIM		STR*	=+_	+
(DEXTER	RITY)		☐ Con		CON	=+	+
(WISDO		++		` _ ′	INT	=+ = +	+
			_		СНА	=+_	+
		TACK BONUS MODIFIER MODIFIER MO	MISC TEMPORARY DISA		INT CHA	=+	+
M ATTA	ELEE CK BONUS	+ + +			DEX*	=+_	+
	NGED	+ + +	→ FORC		INT CHA	=+	+
ATTA	TOTAL BASE AT	TACK BONUS DEX SIZE  MODIFIER MODIFIER MO	MISC - HAND		CHA	=+ = +	+ 
		MOSHIEK MOSHIEK M	☐ HEAL		wis	=+_	+
V	VEAPON TOTAL ATTACK E	ONUS DAMAGE	CRITICAL   HIDE		DEX* WIS	=+	+
					CHA	=+_ =+	+
RANGE	WEIGHT TYPE SIZE	SPECIAL PROPERTIES			WIS	=+_	+
			☐ Jump ☐ Knov		STR* INT	= +	+
	VEAPON TOTAL ATTACK E			WLEDGE (ARCHITECTURE		=+_	+
V	TOTAL ATTACK E	ONUS DAMAGE			INT INT	=+	+
			☐ Knov	; · · · · · · · · · · · · · · · · · · ·	INT	=+_ =+	+ +
RANGE	WEIGHT TYPE SIZE	SPECIAL PROPERTIES		,	INT		
			☐ KNO	,	INT	=+ = +	+
V	VEAPON TOTAL ATTACK E	ONUS DAMAGE	CRITICAL (NOBI	ILITY & ROYALTY)	INT	=+_ =+	+
			☐ Knov	,	INT	=+	+
RANGE	WEIGHT TYPE SIZE	SPECIAL PROPERTIES		, ,	WIS	=+ =+	+ +
			-		DEX*		
			□ OPEN □ PERF	N LOCK ORM ■ ()	DEX	= +	+
ARMOR/	PROTECTIVE ITEM TYPE	ARMOR BONUS MAX	DEX BONUS (	()		=+	+
		ARMOR BONOS IVIAX	(	,	CHA DEX*	=+	+
CHECK PENA	LTY SPELL FAILURE SPEED WEIGHT	SPECIAL PROPERTI			WIS	=+ = +	+ +
151 1155 115			☐ Read		INT	=+_	+
			□ Ride □ Scry	,	DEX INT	=+	+
SHIELD/PI	ROTECTIVE ITEM ARMOR BONUS W	EIGHT CHECK PENALTY SP	ELL FAILURE SEAR	СН ■	INT	=+ =+	+
					WIS	=+	+
	SPECIAL PROPER	TIES	☐ SPELI		INT WIS	=+_ = +	+ +
			_ SwiM	1 ■	STR**	=+	+
	AMMUNITION		Пимі □ Use I		DEX* CHA	=+	+
			USE I	Rope ■	DEX	=+ =+	+
			300 00000 D Wild	DERNESS LORE ■	WIS	=+	+
						= +	+

O:					SPECIA	L ABILITIES	S/FEATS		SPE	LLS	
CEAR	CAMPAIGN						-	0:			
### CEAR  ### WE HIM VE   1944   1945					-						
### CEAR  ### WE HIM VE   1944   1945	EXPERIENCE POINTS										
### CEAR    VI								1st:			
		GEAR									
STAL	ITEM	WT.	ITEM	WT.							
STAL				-							
### #### #############################				$\dashv$				2nd:			
### #### #############################											
### #### #############################											
### #### #############################								2001			
								эки:			
SPELL SAVE  SPELL SAVE  SPELL SAVE  DC MOC  SAVE DC LEVEL SPELL SOULS  SAVE DC LEVEL SPELL SOULS  SAVE DC MOC  PRE DAY SPELL  SPELL SAVE  DC MOC  SAVE DC MOC  PRE DAY SPELL  SAVE DC MOC  PRE DAY SPELL  SAVE DC MOC  PRE DAY  SAVE DC MOC  SAVE DC MOC  SAVE DC MOC  PRE DAY  SAVE DC MOC  PRE DAY  SAVE DC MOC  SAVE DC MOC  PRE DAY  SAVE DC MOC  SAVE								4тн:			
SPELL SAVE  SPELL SAVE  SPELL SAVE  DC MOC  SAVE DC LEVEL SPELL SOULS  SAVE DC LEVEL SPELL SOULS  SAVE DC MOC  PRE DAY SPELL  SPELL SAVE  DC MOC  SAVE DC MOC  PRE DAY SPELL  SAVE DC MOC  PRE DAY SPELL  SAVE DC MOC  PRE DAY  SAVE DC MOC  SAVE DC MOC  SAVE DC MOC  PRE DAY  SAVE DC MOC  PRE DAY  SAVE DC MOC  SAVE DC MOC  PRE DAY  SAVE DC MOC  SAVE											
SPELL SAVE  SPELL SAVE  SPELL SAVE  DC MOC  SAVE DC LEVEL SPELL SOULS  SAVE DC LEVEL SPELL SOULS  SAVE DC MOC  PRE DAY SPELL  SPELL SAVE  DC MOC  SAVE DC MOC  PRE DAY SPELL  SAVE DC MOC  PRE DAY SPELL  SAVE DC MOC  PRE DAY  SAVE DC MOC  SAVE DC MOC  SAVE DC MOC  PRE DAY  SAVE DC MOC  PRE DAY  SAVE DC MOC  SAVE DC MOC  PRE DAY  SAVE DC MOC  SAVE											
SPELL SAVE  STHE  STHE  SPELL SAVE  CC MOC  SPELL SAVE  CC MOC  SPELL SAVE  CC MOC  SAVE OC LEVEL  SPELLS SPELLS SPELLS  SAVE OC LEVEL  SPELLS SPELLS  SAVE OC LEVEL  SPELLS SPELLS  SAVE OC MOC  SAVE OC LEVEL  SPELLS SPELLS  SAVE OC MOC  SAVE OC MOC  SAVE OC MOC  SAVE OC LEVEL  SPELLS SPELLS  SAVE OC MOC  SAVE OC MOC					-			5тн:			
SPELL SAVE  STHE  STHE  SPELL SAVE  CC MOC  SPELL SAVE  CC MOC  SPELL SAVE  CC MOC  SAVE OC LEVEL  SPELLS SPELLS SPELLS  SAVE OC LEVEL  SPELLS SPELLS  SAVE OC LEVEL  SPELLS SPELLS  SAVE OC MOC  SAVE OC LEVEL  SPELLS SPELLS  SAVE OC MOC  SAVE OC MOC  SAVE OC MOC  SAVE OC LEVEL  SPELLS SPELLS  SAVE OC MOC  SAVE OC MOC											
SPELL SAVE  STHE  STHE  SPELL SAVE  CC MOC  SPELL SAVE  CC MOC  SPELL SAVE  CC MOC  SAVE OC LEVEL  SPELLS SPELLS SPELLS  SAVE OC LEVEL  SPELLS SPELLS  SAVE OC LEVEL  SPELLS SPELLS  SAVE OC MOC  SAVE OC LEVEL  SPELLS SPELLS  SAVE OC MOC  SAVE OC MOC  SAVE OC MOC  SAVE OC LEVEL  SPELLS SPELLS  SAVE OC MOC  SAVE OC MOC											
SPELL SAVE   STH:				_				6тн:			
SPELL SAVE   STH:											
SPELL SAVE  DC MOD  SPELL SAVE  DC MOD  SPELL SAVE  DC MOD  SPELL SAVE  DC MOD  SAVE DC LEVEL SPELLS BONUS  SAVE DC MOD  1ST								7тн:			
SPELL SAVE  DC MOD  SPELL SAVE  DC MOD  SPELL SAVE  DC MOD  SPELL SAVE  DC MOD  SAVE DC LEVEL SPELLS BONUS  SAVE DC MOD  1ST											
SPELL SAVE   Doc Moto								8тн:			
SPELL SAVE   Doc Moto											
					-			9тн:			
				_							. —
LIGHT LOAD MEDIUM LOAD HEAVY LOAD 0 0 0  LIGHT OVER LIFT OFF PUSH OR CROUND DRAG EQUALS 2 x MAX LOAD 5 x MAX								SP	ELL SA	WE	
LIGHT LOAD MEDIUM LOAD HEAVY LOAD 0 0 0  LIFT OVER HEAD GROUND DRAG COUND DRAG SYMENT COAD 3RD 3RD 3RD 3RD 3RD 3RD 3RD 3RD 3RD 3R											DC MOD
LIFT OF PUSH OR PUSH								SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
TOTAL WEIGHT CARRIED  MONEY  LANGUAGES  Initial languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 2 skill points  FOR SP					LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		0		0
TOTAL WEIGHT CARRIED  MONEY  LANGUAGES  Initial languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 2 skill points  6TH									1ST		
HEAD   GROUND   DRAG   SYMAX LOAD   SYMAX									2ND		
TOTAL WEIGHT CARRIED  MONEY  LANGUAGES  Initial languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 2 skill points  OF —  SP —  SP —  NUMBER OF SPELLS KNOWN  O											
Initial languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 2 skill points  SP — STH											
Each additional language (Speak Language) = 2 skill points  SP —											
SP —		MONEY			Initial languages = Each additional lar	Common + racial lan nguage (Speak Langua	guages + Int bonus age) = 2 skill points		5TH		
PP — 8TH	CP —								6TH		
PP — STH									7TH		
PP — NUMBER OF SPELLS KNOWN    0	SP —								8TH		
PP — NUMBER OF SPELLS KNOWN    0									9TH		
PP — 3RD	GP —							∟ NL		ELLS KNO	wn
								0	1sт	2n	D
	PP										

CHARACTER NAME				PLAYER					LLUNGEONS					
Barbaria	n			_						G <sub>O</sub>	NIC	®		
CLASS		RACE		ALIGNMENT		DEITY							<b>-</b>	
LEVEL	SIZE	AGE	GENDER	- HEIGHT W	VEIGHT	EYES	HAIR	CHARAC	JIER 1	RECO	RD S	HEE	18	
	ABILITY	ABILITY TEMPORA			V ETGTTT	2123	HAIR		DAMAGE	HIT DIE			_	
ABILITY NAME	SCORE	MODIFIER SCORE	MODIFIER	TOTAL	WOUNDS	/CURRENT HP	SUB	DUAL DAMAGE	REDUCTION	TYPE		SPEED		
STR STRENGTH			ніт	POINTS						d12				
<b>DEX</b> DEXTERITY			ARM	AC = 1	10+ 🗀	+ +	+	+ +	[					
CON				TOTAL	ARN BOI	MOR SHIELD NUS BONUS M	DEX SIZ	ZE NATURAL MISC IFIER ARMOR MODIFIER		CHANCE	ARMOR CHECK R	SPELL ESISTANCE		
CONSTITUTION	Ш			ITIATIVE			10			Р	ENALTY			
INT INTELLIGENCE				MODIFIER	OTAL MOD	EX MISC DIFIER MODIFIER	-CLAS:		SKILL	.5	MA	X RANKS	/	
WIS						DIFIER MODIFIER	g SKILL	NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
СНА	H	H		BASE ATTAC	K		⊠ Alchi	EMV	INT					
CHARISMA							⊠ APPRA		INT	=	= =	.+ +	.+ +	
SAVING T	HROWS	TOTAL B	ASE ABILITY MAG	GIC MISC. TEMPORA	RY CONDITION	NAL MODIFIERS	] ⊠ BALAN		DEX*	=	=	+	+	
FORTI	TUDE		+	<b></b> +			⊠ BLUFF		CHA	=	=	+	_+	
(CONSTIT	UTION)				41		☐ CLIME	B ■ ENTRATION ■	STR* CON	=	=	+	+	
REFI (DEXTE	RITY)		+	++			☐ CRAFT		) INT	=	=	+	.+ .+	
WI			+ + +	+ + +			☐ DIPLO	•	СНА	=	=	+	.·	
(WISD	ом)						_	LE DEVICE	INT	=	=	+	+	
				CTD	SIZE	MISC TEMPORAR	⊠ Disgu	JISE ■ PE ARTIST ■	CHA DEX*	=	=	+	_+	
			TOTAL BASE A	TTACK BONUS MODIFIER	MODIFIER N	MODIFIER MODIFIER	r ⊠ ESCAP ■ ⊠ FORG		INT	=	= -	.+	_+ _	
	ACK BONUS		=	+	++	+		er Information ■	СНА		 =	+	-T _+	
RA	NGE		=		+ + +	1		DLE ANIMAL	СНА	=	=	+	+	
ATTA	ACK BONUS		TOTAL BASE A	TTACK BONUS DEX	SIZE	MISC	⊠ HEAL		WIS DEX*	=	=	+	+	
			IOIAL	MODIFIER	MODIFIER N	MODIFIER			WIS		=	+	+	
, v	<b>VEAPO</b>	M					☐ INTIM		СНА	=		+	- <del></del>	
•	VEAPE	<u> </u>	TOTAL ATTACK E	SONUS DAMA	KGE	CRITICAL	☐ INTUI	t Direction	WIS	=	=	+	+	
							☐ JUMP		STR*	=	=	+	_+	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL P	ROPERTIES	5		/LEDGE (ARCANA) /LEDGE (ARCHITECTUR	INT	=	=	+	+	
								INEERING)	INT	=	=	+	+	
, v	VEAPO			1		1		/LEDGE (GEOGRAPHY)	INT	=	=	+	+	
V	VEAPC	AN .	TOTAL ATTACK E	BONUS DAMA	AGE	CRITICAL	_	LEDGE (HISTORY)	INT	=	=	+	+	
								/LEDGE (LOCAL) /LEDGE (NATURE)	INT INT	=	=	+	+	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL P	ROPERTIES	5	⊠ Know	, ,			=	.+	.+	
							•	LITY & ROYALTY)	INT	=	=	+	_+	
	VEAPO						_	LEDGE (THE PLANES)	INT		=		_+	
· ·	VEAPU		TOTAL ATTACK E	ONUS DAMA	AGE	CRITICAL		/LEDGE (RELIGION) N ■	INT WIS		=	.+	.+	
								SILENTLY ■	DEX*			+	- <del></del>	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL P	ROPERTIES	5			DEX	=	=	+	+	
							⊠ Perfo	ORM ■ (	)					
-		!					(		—) ) сна					
ARMOR/	PROT <u>EC</u>	TIVE ITEM	TYPE	ARMOR BONUS	MAY	DEX BONUS	∇ Picκ F	Роскет	DEX*	<sup>=</sup>	 	.T .H	.+	
			ITIPE	ARMOR BONUS	MAX	DEX PONOS		ESSION(	) wis	=	=	+	+	
								■ (	) DEX	=	=	+	+	
CHECK PENA	ITY SPE	L FAILURE S	SPEED WEIGHT	SPECIA	L PROPERT	TIES	☐ SCRY	■ [can't buy ranks]	INT INT		=	+ 0	+	
							_	MOTIVE ■	WIS	=	= =	.+ +	_+ +	
SHIELD/P	ROTECT	IVE ITEM	MACD DOMES	EIGHT   CHECK PE	NAITY -	DELL FAULUSE	SPELL		INT	=	=	+	+	
		AR	WOR BONUS W	-IGEL GELECK PE	NALIY S	PER FAILURE	⊠ Spot		WIS	=	=	.+	_+	
							□ Swiм ⋈ Tumв		STR** DEX*	=	=	+	+	
			SPECIAL PROPER	TIES			⊠ Use R		DEX	=		.T +	_ <del>+</del> +	
							_	erness Lore ■	WIS	=		+	+	
			AMMUNITION	ı							=	+	_+	
													+	
			]								- 	т +	.+ _+	

CONSTITUTION  INT INTIATIVE  SKILLS  MAX RANKS  TOTAL  MOD  MOD  MOD  MOD  MISC  MOD  MOD  MOD  MOD  MISC  MOD  MOD  MISC  MOD  MOD  MOD  MISC  MOD  MISC  MOD  MOD  MISC  MOD  MOD  MISC  MOD  MOD  MOD  MISC  MOD  MISC  MOD  MISC  MOD  MISC  MOD  MISC  MOD  MOD  MISC  MOD  MOD  MISC  MOD  MISC  MOD  MISC  MOD  MISC  MOD  MISC  MOD  MOD  MISC  MOD  MISC  MOD  MISC  MOD  MISC  MOD  MISC  MOD  MISC  MISC  MOD  MISC  MISC  MOD  MISC	character name					player					DUNGEONS					
SOUNCTHROWS TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  AMORPHOTE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  AMORPHOTE STEEL TYPE SPECIAL PROPERTIES  SHIELD/PROTECTIVE ITEM AMORR BONUS WEIGHT SPECIAL PROPERTIES  SHIELD/PROTECTIVE I	class		ra	ce		alignment		level		eity		Di	<b>?4</b> C	<b>10</b>	15	
TOTAL SOCIETY AND STATE AND SOCIETY AND SO	size	age	ge	ender	height	weight	eyes	hair	skin		CHAR	ACTEI	R RE	CORD	SHI	EETS
DEX. SOLUTION  SOLUTION  SITUATION  SITUATIO	ABILITY NAME		ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WO	UNDS/CURRENT HP		SUBDUAL DAMAG	E				SPEE	D
TOTAL SOURCE SOU	STR strength															
SKILL NAME  BASE ATTACK  BASE ATTACK  SKILL NAME  SKIL					a		= 10+	+	+ +	+	+					
SAVINC THROWS  SAVING THROWS  TOTAL SMALL MINISTER MOORER MOORING MOOR	CON					TOTAL	. —		DEX MODIFIER N	SIZE NATUR MODIFIER ARMO	AL MISC R MODIFIER		MISS CHANCE	SPELL	CHECK	SPELL RESISTANC
SAVINC THROWS  SAVING THROWS  TOTAL SMALL MINISTER MOORER MOORING MOOR	INT intelligence					MITIATIVE modifier	 	= + MISC	CLASS			SKIL	LS	м	AX RANKS	/
SANING THROWS  SOME STATE AND SOME S	WIS wisdom					RASE ATTA			SS SK	ILL NAME			SKILL MODIFIE	ABILITY MODIFIER	RANKS	MISC MODIFIER
SAVING THROWS  RELECT  FORTITUDE  WILLPOWER  TOTAL STATE STA	СНА					bonus	CK								+	_+
REFLEX (Gondard) FORTHUDE WILLPOWER  WELDE STRESS SEED WINDS SEED WINDS SEED WINDS FORTHUDE WILLPOWER  TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS CHECK PENALTY  SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM  ARMOR/PROTECTIVE ITEM  ARMOR BONUS CHECK PENALTY  SPECIAL PROPERTIES  PUSH OR DBAGE  RUSH OR DBAGE  RUSH OR DBAGE  PUSH OR D	SAVING T	HROWS	тот	AL BAS	SE ABILITY N	AGIC MISC. TE	MP. con	ditional modifiers							_+ +	_+ +
FORTIUDE WILLPOWER  TOTAL BOXIS SOFTER MODER MODIFIE MODIFIES  TOTAL BOXIS SOFTER MODER MODIFIES  TOTAL BOXIS SOFTER MODIFIES MODIFIES MODIFIES  TOTAL BOXIS SOFTER MODIFIES MODIFIES  TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON  TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON  TOTAL ATTACK BONUS DAMAGE CRITICAL  BRANCE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON  TOTAL ATTACK BONUS DAMAGE CRITICAL  BRANCE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON  TOTAL ATTACK BONUS DAMAGE CRITICAL  BRANCE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON  TOTAL ATTACK BONUS DAMAGE CRITICAL  BRANCE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON  TOTAL ATTACK BONUS DAMAGE CRITICAL  BRANCE WEIGHT SIZE TYPE SPECIAL PROPERTIES  TYPE SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM  TYPE ARMOR BONUS CHECK PENALTY  BRANCE WEIGHT SIZE TYPE SPECIAL PROPERTIES  AMMUNITION  BRANCE WEIGHT SPELFAILURE SPEED WEIGHT SPELL FAILURE CHECK PENALTY  BRANCE WEIGHT SIZE TYPE SPECIAL PROPERTIES  AMMUNITION  BRANCE WEIGHT SPELFAILURE SPEED WEIGHT SPELL FAILURE CHECK PENALTY  BRANCE WEIGHT SIZE TYPE SPECIAL PROPERTIES  TYPE SPECIAL PROPERTIES  AMMUNITION  BRANCE WEIGHT SPELFAILURE SPEED WEIGHT SPELL FAILURE CHECK PENALTY  BRANCE WEIGHT SIZE TYPE SPECIAL PROPERTIES  BRAN	REF	<b>EX</b>		=	+ + +	+ +	DIFIER		_					.=		_+
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  WEAPON TOTAL ATTACK BONUS	FORTI'	TUDE		<u> </u>	7+	<b></b>	-								_+ +	_+ +
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  BANGE WEIGHT SIZE TYPE SP	WILLP	OWER		╡═	<u></u>		-		_						_+	_+
MELLE TOTAL ADDISS MODRES MODR	(wisdo	om)												.= =	_+ +	_+ +
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  ARMORE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  ARMORE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  ARMOR WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  ARMOR WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  TOTAL ATTACK BONUS DAMAG			тот	. ATTA	CK STR	SIZE MISC TE	MP.	ditional modifiers							_+	_+
RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  ARMOR/PROTECTIVE ITEM TYPE ARMOR BONUS CHECK PENALTY  MAX DEX SPELL FAILURE SPEED WEIGHT SPELL FAILURE CHECK PENALTY  SPECIAL PROPERTIES  SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT SPELL FAILURE CHECK PENALTY  SPECIAL PROPERTIES  SPECIAL PROPERTIES  LIFT OFF CROWN  CROWN  AMMUNITION  PUSH OR  DRAG	MEL attack	EE onus			+ +	+ +									_+ _+	_+ _+
WEAPON  TOTAL ATTACK BONUS  DAMAGE  CRITICAL  PRANGE WEIGHT SIZE  TYPE  SPECIAL PROPERTIES  WEAPON  TOTAL ATTACK BONUS  DAMAGE  CRITICAL  PRANGE WEIGHT SIZE  TYPE  SPECIAL PROPERTIES  WEAPON  TOTAL ATTACK BONUS  DAMAGE  CRITICAL  PRANGE WEIGHT SIZE  TYPE  SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM  TYPE  ARMOR BONUS  CHECK PENALTY  MAX DEX SPELL FAILURE  SPECIAL PROPERTIES  SPECIAL PROPERTIES  HEAD  MAX (DAM SPELL FAILURE)  SPECIAL PROPERTIES  SPECIAL PROPERTIES  HEAD  MAX (DAM SPELL FAILURE)  SPECIAL PROPERTIES  HEAD  MAX (DAM SCALAR PROPERTIES)  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPECIAL PROPERTIES  SPECIAL PROPERTIES					+ +	+ +	П.		_				_	.=	_+	_+
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  TYPE SPECIAL PROPERTIES  TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  TYPE SPECIAL PROPERTIES  TYPE SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM TYPE ARMOR BONUS CHECK PENALTY  MAX DEX SPECIAL PROPERTIES  TYPE ARMOR BONUS CHECK PENALTY  SPECIAL PROPERTIES  LIFT OVER HEAD MAX LOAD  AMMUNITION  TOTAL ATTACK BONUS DAMAGE CRITICAL  TYPE SPECIAL PROPERTIES  LIFT OVER HEAD MAX LOAD  AMMUNITION  PUSH OR DAMAGE CRITICAL  TYPE TYPE SPECIAL PROPERTIES  LIFT OVER HEAD MAX LOAD  AMMUNITION  PUSH OR DAMAGE  PUSH OR DAMAGE  TYPE TYPE TYPE TYPE TYPE TYPE TYPE TY			тот	ATTA	CK MODIFIER MC	SIZE MISC DIFIER MODIFIER										_+ _+
RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM  TYPE ARMOR BONUS CHECK PENALTY  ARMOR/PROTECTIVE ITEM ARMOR BONUS WEIGHT SPELL FAILURE CHECK PENALTY  SPECIAL PROPERTIES  LIFT OVER HEAD ROULS  RANGE SPECIAL PROPERTIES  LIFT OVER HEAD ROULS  AMMUNITION  AMMUNITION  DUST OFF GROUND  AMMUNITION  PUSH OR DRAG	V	/EAPC	ON		TOTAL ATTACK	PONUS DA	MACE	CRITICAL							_+	_+
RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM TYPE ARMOR BONUS CHECK PENALTY  MAX DEX SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES  SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT SPELL FAILURE CHECK PENALTY  SPECIAL PROPERTIES  LIFT OFF GROUND  AMMUNITION  AMMUNITION  PUSH OR DRAG					TOTAL ATTACK	BONOS DA	IWIAGE	CRITICAL	_					.= .=	_+	_+ _+
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL	RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPE	RTIES	_						_+	_+
RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM TYPE ARMOR BONUS CHECK PENALTY  MAX DEX SPELL FAILURE SPEED WEIGHT SPELL FAILURE CHECK PENALTY  SPECIAL PROPERTIES  CHECK PENALTY  LIFT OVER HEAD EQUALS MAX (DAD)  SPECIAL PROPERTIES  LIFT OFF GROUND  2 × MAX (DAD)  AMMUNITION  PUSH OR DRAG									_						_+	_T
RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  WEAPON  TOTAL ATTACK BONUS  DAMAGE  CRITICAL  RANGE WEIGHT SIZE  TYPE  SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM  TYPE  ARMOR BONUS  CHECK PENALTY  ARMOR/PROTECTIVE ITEM  ARMOR BONUS  WEIGHT  SPECIAL PROPERTIES  LIFT OVER HEAD FOUND FORAG  AMMUNITION  PUSH OR DRAG	V	<b>VEAP</b> C	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL							_+	_+
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM TYPE ARMOR BONUS CHECK PENALTY  MAX DEX SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES  SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT SPELL FAILURE CHECK PENALTY  SPECIAL PROPERTIES  LIFT OFF GROUND 2 MAX LOAD  AMMUNITION  PUSH OR DRAG															_+	_+
WEAPON  TOTAL ATTACK BONUS  DAMAGE  CRITICAL  = + + + + + + + + + + + + + + + + + +	RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	RTIES	_					.= =	_+ +	_+ +
TOTAL ATTACK BONUS DAMAGE CRITICAL  RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES  ARMOR/PROTECTIVE ITEM  TYPE ARMOR BONUS CHECK PENALTY  MAX DEX SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES  LIFT OVER HEAD EQUALS MAX LOAD  SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT SPELL FAILURE CHECK PENALTY  SPECIAL PROPERTIES  LIFT OFF GROUND 2 × MAX LOAD  AMMUNITION  PUSH OR DRAC				_												_+
ARMOR/PROTECTIVE ITEM  TYPE ARMOR BONUS CHECK PENALTY  MAX DEX SPELL FAILURE SPEED WEIGHT SPELL FAILURE CHECK PENALTY  SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT SPELL FAILURE CHECK PENALTY  SPECIAL PROPERTIES  LIFT OFF GROUND 2 x MAX LOAD  AMMUNITION  PUSH OR DRAG	V	<b>VEAP</b> C	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL								_+ +
ARMOR/PROTECTIVE ITEM  TYPE  ARMOR BONUS  CHECK PENALTY  MAX DEX  SPELL FAILURE  SPEED  WEIGHT  SPECIAL PROPERTIES  LIFT OVER HEAD EQUALS MAX LOAD  SPECIAL PROPERTIES  LIFT OFF GROUND 2 x MAX LOAD  PUSH OR DRAG	DANIES -	V/FIGURE	6175		TVDF	CDECH	DDODE	TIFC						.=	_+	_+
ARMOR/PROTECTIVE ITEM  TYPE ARMOR BONUS CHECK PENALTY  MAX DEX SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES  LIFT OVER HEAD EQUALS MAX LOAD  SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT SPELL FAILURE CHECK PENALTY  SPECIAL PROPERTIES  LIFT OFF GROUND 2× MAX LOAD  AMMUNITION  PUSH OR DRAG	RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPE	THES								
ARMOR/PROTECTIVE ITEM  TYPE  ARMOR BONUS  CHECK PENALTY  MAX DEX SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES  LIFT OVER HEAD EQUALS MAX LOAD  SPECIAL PROPERTIES  SPECIAL PROPERTIES  LIFT OFF GROUND 2 × MAX LOAD  PUSH OR DRAG									J					.=	_+	
SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT SPELL FAILURE CHECK PENALTY  SPECIAL PROPERTIES  LIFT OFF GROUND 2 × MAX LOAD  PUSH OR DRAG	ARMOR/	PROTEC	TIVE IT	ЕМ	TYPE	ARMOR BON	US	CHECK PENALTY	_					.=	_+	_+
SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT SPELL FAILURE CHECK PENALTY  SPECIAL PROPERTIES  LIFT OFF GROUND 2 × MAX LOAD  PUSH OR DRAG													$\neg$			$\neg$
SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT SPELL FAILURE CHECK PENALTY  SPECIAL PROPERTIES  LIFT OFF GROUND 2 x MAX LOAD  PUSH OR DRAG	MAX DEX	SPELL FAI	LURE	SPEED	WEIGHT	SPECIA	L PROPER	RTIES							LIFT O	VER
SPECIAL PROPERTIES  SPECIAL PROPERTIES  LIFT OFF GROUND 2 × MAX LOAD  PUSH OR DRAG									_						EQUA	LS
AMMUNITION  PUSH OR DRAG	SHIELD/P	ROTECT	IVE ITE	ARN	MOR BONUS	WEIGHT SPELL F.	AILURE	CHECK PENALTY							MAX LO	JAD
AMMUNITION  PUSH OR DRAG					SPECIAL PROPE	DTIES									LIET	
AMMUNITION  PUSH OR DRAG					SPECIAL PROPE	-KIILS									GROU	IND
PUSH OR DRAG					AMMUNITIO	DN .			_							
PUSH OR DRAG																
										L	'V				DRA	G

character illustration

campaign										
		POWER	R SAV	E 1d2		ABILITY MODIFIER	РО	WER	POIN	TS
experience points		FREE MA	NIFE:	STATI		ABIETT MODITIER				
G	EAR					0-LEVEL				
ITEM	ITEM	Psioni	c Com	bat: 1	d20 + DC	Modifie	r + Key A	bility N	/lodifie	er
						EGO	ID	MIND	MIND	PSYCHIC
						WHIP	INSINUATION	BLAST	THRUST	CRUSH
		EMPTY MIND				+1	-2	+3	-3	-5
		INTELLECT FOR				-2	+1	+0	+6	+4
		MENTAL BARRI	ER			-1	+4	-3	+1	+3
		THOUGHT SHI	ELD			-4	-1	-2	+4	+2
		TOWER OF IRO	N WILL			+3	+0	-1	+5	-3
		NONPSIONIC E	BUFFER			-8	-9	+4	-8	-8
		FLAT-FOOTED (	OR OUT	OF POWE	R POINTS	+8	+7	+8	+8	+8
		ATTACK	MOD	ES			POWER	S		
		DEFENSE	MOD	DES						
SDECIAL AR	BILITIES/FEATS				-					
SPECIAL AD					0	NUMB	ER OF POWERS		4th	
						_ 6th			9th	
					S	PELLS				
						BER OF SPELLS	S KNOWN (BAR	DS & SOR	CERERS OF	NLY)
		SPELL S	AVE		0	1st	2nd	3rd	4th	1
				DC MOD	5th	6th	7th	8th	9tł	·
		SPELL LEVEL SAVE DC	SPELLS PER DAY	BONUS SPELLS			SPELL	S		
		0		0						
		1ST								
		2ND								
MONEY	LANGUAGES	3RD								
		4TH								
		5TH								
		6TH								
		7TH								
		8TH								
		9TH								
		5.11								

character na	naracter name					player					<b>DUNGEONS</b>					
Psychic	Warrio	or			<u> </u>						AG					
class		ra	ice		alignment		level	deity								
size	age		ender	height	weight	eyes	hair	skin	CHARA	CTER	REC	ORD	SHE	ETS		
ABILITY NAME	ABILITY	ABILITY	TEMPORARY	TEMPORARY	TOTAL	·				DAMAGE	HIT DIE		SPEED	•		
STR	SCORE	MODIFIER	SCORE	MODIFIER		wol	JNDS/CURRENT HP	SUBDUAL DAM.	AGE	REDUCTION	d8		PELL			
strength	$\vdash$	$\vdash$	ш	h	HP it points	L					uo	<u> </u>	_	=		
<b>DEX</b> dexterity			ш	arı	MC mor class	= 10+	+ + +		+							
CON					TOTAL	_	ARMOR SHIELD BONUS BONUS	DEX SIZE NAT MODIFIER MODIFIER ARM	URAL MISC MOR MODIFIER		MISS CHANCE	SPELL	ARMOR CHECK PENALTY	SPELL RESISTANCE		
INT intelligence	一	一			NITIATIVE modifier	=	+	SS		SKIL			X RANKS	,		
	$\vdash$	$\vdash$	Н	ш-		TOTAL	DEX MISC MOD MOD	S-CLASS		KEY	SKILL	ABILITY		MISC		
WIS	Ш		ш		BASE ATT	ACK		SKILL NAME		ABILITY	MODIFIER	MODIFIER	RANKS	MISC MODIFIER		
CHA charisma			ш		Donus					INT		=	+	+		
SAVING T	HPO\\/S	TOT	AI BAS	E ABILITY MA	AGIC MISC. T	EMP. Cond	itional modifiers		ATHY ■	INT INT			+	_+		
REF			AL SAV	MODIFIER MOI	DIFIER MODIFIER MC	DIFIER	itional modifiers	□ AUTOHYPNOS	SIS	WIS		=· =·	+ +	.+ _+		
(dexte	rity)	4 느	╝	_ * +*		-11		☐ BALANCE ■		DEX*		=				
FORTI (constitu	TUDE tion)		_ =	++	+ +			BLUFF ■      CLIMB ■		CHA STR*		=				
WILLP					++	_		☐ CONCENTRAT	ION ■	CON		= =				
(wisdo	om)							☐ CRAFT ■ (		) INT		=	+	_+		
			BAS ATTA	E CK STR S	IZE MISC T	EMP.	itional modifiers	☐ ☑ DECIPHER SC ☐ ☑ DIPLOMACY ■		INT CHA			+ +	.+		
MEI	.EE	TOTA	AL BON	US MODIFIER MOI	DIFIER MODIFIER MC	DIFIER		☑ DISABLE DEV		INT		=		.T		
attack b	onus		_ =	++	+			⊠ Disguise ■		CHA		=				
RAN attack			]=	+ +	+ +			<ul><li></li></ul>	5T <b>=</b>	DEX*		=	+ +	.+ +		
		тот	ALIA	CK MODIFIER MOI	IZE MISC DIFIER MODIFIER			☐ GATHER INFO	RMATION	СНА		=		_+		
			BON	US				<ul><li>☑ Handle Anii</li><li>☑ Heal ■</li></ul>	MAL	CHA		=		.+		
V	<b>VEAPO</b>	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL	⊠ HEAL ■		WIS DEX*		=				
								⊠ Innuendo		WIS		=		+		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	TIES			CHA WIS		=				
								□ JUMP ■	TION	STR*		=:				
	//EARG							✓ KNOWLEDGE	. ,	INT	:	=	+	_+		
٧	/EAPC	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL		•	E INT		<b>=</b> .				
									,	INT			+	.T _+		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	TIES	⊠ Knowledge	,	INT			+	_+		
								<ul><li></li></ul>		INT			+ +	.+ +		
V	/EAPC	N		TOTAL ATTACK	DONIES D	AMAGE	CDITICAL			INT		=				
				TOTAL ATTACK	PONO2 D	AMAGE	CRITICAL	⊠ KNOWLEDGE	. ,	INT		=				
RANGE	WEIGHT	CIZE		TVDE	CDECH	VI DDODES	TIES	<ul><li></li></ul>	(KELIGION)	INT WIS		=:				
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	HES	Move Silent     ✓ Mov	ΓLY ■	DEX*	·:	=	+	+		
										DEX ) CHA		=				
										INT		=				
ARMOR/	PROTEC	TIVE IT	EM	TYPE	ARMOR BON	IUS	CHECK PENALTY	⊠ Ріск Роскет			*					
								□ Profession     □ Read lips	(	) WIS		= =				
MAX DEX	SPELL FAI	LURE	SPEED	WEIGHT	SPECI/	AL PROPER	TIES	⊠ RIDE ■		DEX						
								⊠ REMOTE VIEW	<b>√</b> ■	INT		=		_+		
SHIELD/PI	ROTECT	IVF ITE	М					<ul><li>Search ■</li><li>Sense Motiv</li></ul>	/E ■	INT WIS		=: =:				
J			ARM	OR BONUS V	VEIGHT SPELL I	AILURE	CHECK PENALTY	SPELLCRAFT		INT		=				
								⊠ SPOT ■		WIS				+		
				SPECIAL PROPE	RTIES			☐ STABILIZE SEI ☐ SWIM ■	LF	CON STR*		=		_+ +		
								Тимвlе		DEX*	·	=	+	+		
				AMMUNITIO	N			□ Use Magic D     □ Use Psionic     □ U								
								USE ROPE ■	DEVICE							
									Lore ■		:					

campaign		D014//							
		POW	ER SAV	E 1d20+	KEY ABILITY MODIF		)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	٦			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	<b>.</b> .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10	10	10
		ATTACI	K MOD	ES		POWER	<b>S</b>		
LIGHT LOAD MEDIL	LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI	)ES					
EOUALS 2 × M	OUND DRAG  IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL	)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE	-			-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
		•		0 —					
		15	т						
		2N	D			<u> </u>			
MONEY	LANGUAGES	3R	D						
		4TI	н						
		5TI	н 📄						
		6ТІ	н 🦳	<u> </u>					
		711	н 🔚						
	1	9TI							

character na	naracter name					player						<b>DUNGEONS</b>					
Psion: N	lomac	d									TY	<b>AG</b> (	2KK				
class		ra	ice		alignment		level		deity	•							
size	age		ender	height	weight	eyes	hair	ski		HARA	CTER	RECO	ORD S	SHEI	ETS		
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOLINI	DS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	HIT DIE TYPE	S	PEED			
STŖ	SCORE	MODIFIER	SCORE		HP	WOONE	JS/CORRENT HP	1 [	SUBDUAL DAMAGE	$\neg$	T I	d4					
strength DEX		H	-		AC		$\neg \neg$	╀	$\overline{}$	러		<u> </u>		$\overline{}$	$\overline{}$		
dexterity			_	ar	mor class	= 10+ [	RMOR SHIELD	DEX.	+ SIZE NATURAL	MISC	L	MISS A	ARCANE	ARMOR	SPELL		
CON constitution					TOTAL	B	ONUS BONUS	MODIFIER	MODIFIER ARMOR	MODIFIER	(	HANCE	SPELL	CHECK I	RESISTANCE		
INT intelligence					NITIATIVE modifier	=	+	SS			SKILL	S	MAX	RANKS	1		
		H	Н	т-		TOTAL	DEX MISC MOD MOD	SS-CLASS			KEY	SKILL	ABILITY	B44446	MISC		
WIS				_	BASE ATTA	\CK		CRO	SKILL NAME		ABILITY	MODIFIER	MODIFIER	RANKS	MISC MODIFIER		
CHA charisma			ш		Donus			$\boxtimes A$	ALCHEMY		INT	=	=+		+		
SAVING T	⊔DO\Y/S	тот	A I BAS	E ABILITY M	IAGIC MISC. TE	MP. Isonditio	nal modifiers		NIMAL EMPATHY Appraise ■	•	INT				+		
REF			AL SAV	E MODIFIER MC	DIFIER MODIFIER MO	DIFIER	nai modiliers	I	AUTOHYPNOSIS		INT WIS		=+		+		
(dexte	rity)		_ =	+ +		_		I	BALANCE ■		DEX*		=		+		
FORTI (constitu	ŢŲDE		_=_	<b></b>	+ + +			_	BLUFF ■		СНА	=	=+		+		
WILLP	•	-	╡늗		===	-		1 -	LIMB ■	_	STR*		=+				
(wisd			╝╸	+ +				Ι – .	CONCENTRATION  RAFT   (	•	CON ) INT		=+ = -		+ +		
				-		conditio	nal modifiers	_	DECIPHER SCRIPT		INT		 =		+		
		тот	AL BON	CK STR :	SIZE MISC TE	MP.		I —	DIPLOMACY ■		СНА	=	=+		+		
MĘĻ				1+	1+11+			I —	DISABLE DEVICE		INT		=+		+		
attack b			╡늗					1 -	DISGUISE ■ SCAPE ARTIST ■		CHA DEX*		=+ = -				
RAN attack	onus		╝=┖	++	++	_		I —	ORGERY ■		INT				+		
		тот	ALIA	CK MODIFIER MC	SIZE MISC DIFIER MODIFIER			_	Gather Informa	TION ■	СНА	=	=+		+		
			BON	US .					HANDLE ANIMAL		CHA		=+		+		
V	VEAPO	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		HEAL ■ HIDE ■		WIS DEX*		=+ = -				
								I .	NNUENDO		WIS		 =+		+		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	FS	⊠I	NTIMIDATE <b>=</b>		СНА	=	=+		+		
IOUTOL	WEIGITI	3122			31 2011	ET KOT EKT		I	ntuit Direction	I	WIS		=+				
								1 '	UMP ■ (NOWLEDGE (ARCA	(114	STR* INT		=+	-	+		
V	VEAPO	ON		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL	_	(NOWLEDGE (ARCH	,					Т		
								8	ENGINEERING)		INT	=	=+		+		
PANCE	V/FIGUE	CITE		TVDE	CDECIA	L DROBERT			NOWLEDGE (GEO	,	INT		=+		+		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	ES	1 -	(NOWLEDGE (HIST (NOWLEDGE (LOCA	,	INT		==		+		
									(NOWLEDGE (NATI						+		
V	VEAPO	N		TOTAL ATTACK	PONUS D	MAGE	CRITICAL	_	(NOWLEDGE (PSIO	,	INT		=+				
				TOTAL ATTACK	DONOS DI	AWAGE	CKITICAL		NOWLEDGE (THE	,	INT		=+				
								_	(NOWLEDGE (RELIG LISTEN ■	GION)	INT WIS		=1 =1				
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	ES		Nove Silently ■		DEX*		=† =†				
								⊠ (	DPEN LOCK		DEX		=+		+		
									PERFORM (		) СНА	=			+		
ARMOR/I	PROTEC	TIVE IT	ЕМ	TYPE	ARMOR BON	uscı	HECK PENALTY		SICRAFT PICK POCKET		INT DEX*	=	=+		+		
_				****	ARMION BOIL	00 0.	TECKT ENVIET	1 -	ROFESSION (						+		
					40.00				READ LIPS		INT	=	=+		+		
MAX DEX	SPELL FAI	LURE	SPEED	WEIGHT	SPECIA	L PROPERTI	ES	_	RIDE ■			=					
								_	REMOTE VIEW ■ SEARCH ■		INT		=1 =1				
SHIELD/PI	ROTECT	IVE ITE	M	IOR BONUS	WEIGHT SPELL F	ALL LIDE C	JECV DEMALTY	_	ENSE MOTIVE		WIS		=1 =1				
			ARN	OK BONUS	WEIGHT SPELL F	AILURE CH	HECK PENALTY	⊠ S	PELLCRAFT		INT		=+		+		
								_	POT ■		WIS		=+		+		
				SPECIAL PROPE	RTIES			_	STABILIZE SELF SWIM ■		CON STR* <sup>;</sup>		= <del> </del> = <del> </del>		+		
								_	UMBLE		DEX*		==				
				AMMUNITIO	DN			_	Jse Magic Devic	E							
								, –	JSE PSIONIC DEV	ICE		=			+		
				]			18888 88888 18888 88888		Jse Rope <b>■</b> Vilderness Lore		DEX WIS				+		
						L		, (A)	DERIVESS LORI	-	WID	=			+		

campaign		D014//							
		POW	ER SAV	E 1d20+	KEY ABILITY MODIF		)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	7			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	<b>.</b> .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10		10
		ATTACI	K MOD	ES		POWER	<b>S</b>		
LIGHT LOAD MEDIL	LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI	)ES					
EOUALS 2 × M	OUND DRAG  IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL	)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE	-			-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
		•		0 —					
		15	т						
		2N	D			<u> </u>			
MONEY	LANGUAGES	3R	D						
		4TI	н						
		5TI	н 📄						
		6ТІ	н 🦳	<u> </u>					
		711	н 🔚						
	1	9TI							

character name					player	<b>DUNGEONS</b>								
Psion: E	goist								7		200			
class		ra	ice		alignment		level	deity	•	<b>I</b>	AG		<u>J</u>	
size	age		ender	height	weight	eyes	hair	skin	CHARA	ACTER	REC	ORD	SHE	ETS
ABILITY NAME	ABILITY	ABILITY	TEMPORARY	TEMPORARY	TOTAL	·				DAMAGE	HIT DIE		SPEED	,
STR	SCORE	MODIFIER	SCORE	MODIFIER	HP	WOI	JNDS/CURRENT HP	SUBDUAL DAMA	AGE	REDUCTION	d4		,, LL.	
strength		Щ	ш		it points						Q4	<u> </u>		
<b>DEX</b> dexterity			ш	arr	AC nor class	= 10+		++	+					
CON					TOTAL		ARMOR SHIELD BONUS BONUS N	DEX SIZE NATU MODIFIER MODIFIER ARM	JRAL MISC IOR MODIFIER		CHANCE	SPELL	ARMOR CHECK PENALTY	SPELL RESISTANO
	$\vdash$	$\vdash$	Н		VITIATIVE	-	+	10		CIVIL			i	
intelligence				_	modifier	TOTAL	DEX MISC MOD MOD	CLAS		SKIL	LS	MA	X RANKS	/
<b>WIS</b> wisdom					BASE ATTA	CK	INIOD INIOD	SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
ÇḤA					bonus	·CK		☐ ALCHEMY		INT				
charisma									THY ■	INT			+ +	.+ +
SAVING T	HROWS	TOT	AL BAS	E ABILITY MA E MODIFIER MOD	AGIC MISC. TE DIFIER MODIFIER MO	MP. DIFIER cond	litional modifiers	APPRAISE ■		INT	:	=	+	+
REFL (dexte	EX		7=[	+ +	+ +			☐ AUTOHYPNOS	IS	WIS		=		+
FORTI			╡늗	<b></b>				□ Balance ■ □ Bluff ■		DEX <sup>*</sup>		=		+
(constitu	rtion)		=	+ +	++			CLIMB ■		STR*		=		+
WILLP	<b>OWER</b>		_=_	<b>+</b> +	+ +			☐ CONCENTRATI	ION ■	CON		=		+
(wisdo	om)							⊠ Craft ■ (		) INT	:	=	+	+
			BAS	E CTD			litional modifiers	□ DECIPHER SCI	RIPT	INT			+	.+
		тот	AL BON	CK STR SI US MODIFIER MOD	IZE MISC TE DIFIER MODIFIER MO	MP. DIFIER		□ DIPLOMACY ■     □ DISABLE DEVI	CF	CHA INT			+ +	.+ +
MEL attack b			=	+   +	+   +	- 11		⊠ Disguise ■		CHA		=		+
RANG			三三						Τ ■	DEX	·	=	+	+
attack b	onus		BAS	E DEX SI	IZE MISC			⊠ Forgery ■		INT			+	+
		TOT	AL ATTA	CK MODIFIER MOD	DIFIER MODIFIER			│ 図 GATHER INFO 図 HANDLE ANIM		CHA CHA			+ +	.+
	<b>//</b>								MAL	WIS		=		+
V	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL	⊠ Hide ■		DEX		=		+
								⊠ Innuendo		WIS		=	+	_+
RANGE 1	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	TIES	⊠ INTIMIDATE ■		CHA		=		+
									TION	WIS STR*		=		+
									(ARCANA)	INT		= =		.+ +
V	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		. ,	RE				
								& ENGINEERING	•	INT	=	=	+	+
DANCE V	WEIGHT	SIZE		TVDE	SDECIA	I DRODER	TIES		,			=		+
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	THES		,	INT			+ +	.+ +
										INT		=	'	+
<u> </u>	/EAPC	N		TOTAL ATTACK	RONUS D	MAGE	CRITICAL	☐ Knowledge	` ,	INT	:	=	+	+
				- TOTAL ALTACK	DONOS DA	WINGL	CKITICAL		. ,	INT		=		+
								⊠ Knowledge ( ⊠ Listen ■	(KELIGION)	INT WIS		=		.+ +
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	THES		LY ■	DEX*		=		+
								OPEN LOCK		DEX		=		+
								⊠ PERFORM ■ (		) СНА		=		+
ARMOR/I	PROTEC	TIVE IT	ЕМ	TYPE	ARMOR BON	US	CHECK PENALTY	☐ PSICRAFT ☐ PICK POCKET		INT DEX <sup>3</sup>	. ———	=		+
					ARMOR BON		GHEGN ENAL!		(	) WIS		=		+
								⊠ READ LIPS		INT		=		+
MAX DEX S	PELL FAI	LURE	SPEED	WEIGHT	SPECIA	L PROPER	TIES	⊠ Ride ■		DEX		=	+	+
								⊠ REMOTE VIEW	•	INT		=		.+
SHIELD/PI	OTECT	IVE ITE	м					<ul><li></li></ul>	E■	INT WIS		=		+
3111540/17		111	ARM	OR BONUS V	VEIGHT SPELL F	AILURE	CHECK PENALTY	SPELLCRAFT     SPELLCRAFT	_	INT		=		+
								⊠ Spot ■		WIS		=		+
			Ċ	SPECIAL PROPE	RTIES			☐ STABILIZE SEL	.F	CON		=		+
								□ Swim <b>■</b> ⊠ Tumble		STR*		=		
				AMMUNITIO	N			│ 図 TUMBLE  □ USE MAGIC D	EVICE	CHA		=		.+ +
										CHA		=		*
								Use Rope ■		DEX			+	+
								⋈ WILDERNESS	Lore <b>=</b>	WIS		=	+	_+

campaign			/=D @AN/			1		2011	
		POW	ER SAV	E 1d20+	KEY ABILITY MODIFIE		WER	POIN	IS
experience points		FREE N	/ANIFES	STATION	5	ı			
G	EAR		//AIVIII E	JAHON	0-LEVEL	] [			
ITEM	ITEM	Dei	onic Com	hat: 1d20	+ DC Modific	or + Koy A	bility N	10dific	
		FSIC	onic Com	Dat. 1UZV	+ DC WIOGIII	er Ticy A	willy i	nounie	<b>:</b> 1
					EGO WHIP	ID INSINUATIOI	MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MI	ND		+1	-2	+3	-3	-5
		INTELLECT	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BA	ARRIER		-1	+4	-3	+1	+3
		THOUGHT	SHIELD		-4	-1	-2	+4	+2
		TOWER OF	IRON WILL		+3	+0	-1	+5	-3
		NONPSION	NIC BUFFER		-8	_9	+4	-8	-8
		ł <b> </b>		OF POWER POI		+7	+8	+8	+8
		1121001	22 01 001 0	51 10 WERT 01	10	17	1 .0	10	10
		ATTAC	K MODI	ES		POWER	S		
LIGHT LOAD MEDIL	JM LOAD HEAVY LOAD								
	TIENT EONS								
LIFT OVER LIF	T OFF PUSH OR	DEEEN	SE MOD						
EOUALS 2 × M	DUND DRAG  AX LOAD 5 × MAX LOAD	DEFEN	SE MOD						
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		_ 3rd	4th	
				5th	6th	7th	_ 8th	9th	
					SPELLS				
		SDELL	L SAVE		NUMBER OF SPEE	•			-
		SPELI	SAVE	DC MOD 5th.	1st 6th	2nd 7th			
		CDELL	CDELLC				_		
		SAVE DC	VEL SPELLS PER DAY	SPELLS		SPELL	.S		
			0	0 —					
		1	ST						
		21	ND D						
MONEY	LANGUAGES	31	RD						
		4	тн						
		5	тн 🗔	<u> </u>					
		6	тн 🗔						
			тн 🗔						
			тн						
		9	TH						

character name					player		٠	DUNGEONS								
Psion: Sa	avant										F)RAGONS					
class		rac	е		alignment		level		deity	,						
size	age	ger	nder	height	weight	eyes	hair	ski		I A R A	CTER	R E C (	ORD S	SHEI	ETS	
ABILITY NAME	ABILITY	ABILITY	TEMPORARY	TEMPORARY	TOTAL	·		-			DAMAGE	HIT DIE		PEED		
STR	SCORE	MODIFIER	SCORE	MODIFIER	HP	WOUN	DS/CURRENT HP	1 —	SUBDUAL DAMAGE	$\neg$	REDUCTION	d4		PEEL		
strength DEX		H		h	it points		$\neg \neg$			Ц,				_		
dexterity		Ш		ari	AC mor class	= 10+ [	RMOR SHIELD	DEX	SIZE NATURAL	MISC	L	MISS A	ARCANE	ARMOR	SPELL	
CON constitution				ш.,	TOTAL	·	BONUS BONUS	MODIFIER	MODIFIER ARMOR N	MODIFIER	(	CHANCE	SPELL	CHECK	RESISTANCE	
INT intelligence					NITIATIVE modifier		DEX MISC	CLASS			SKILL	S	MAX	RANKS	/	
WIS		一				TOTAL	MOD MOD	Š	KILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
CHA		H		_	BASE ATTA	/CK		5			ABILITY	MODIFIER	MODIFIER		MODIFIER	
charisma		ш							lchemy nimal Empathy		INT INT	=	=+		+	
SAVING TI	HROWS	TOTA	L BASE	E ABILITY MA	AGIC MISC. TE DIFIER MODIFIER MOI	MP. condition	onal modifiers		PPRAISE ■	•	INT		=1 = -1		+	
REFL				7. F	I. I. I.	DIFIER		I	UTOHYPNOSIS		WIS		=+		+	
(dexter	ity)		J <sup>=</sup> L			_		⊠B	ALANCE ■		DEX*	=	=+		+	
FORTIT	<u>[UDE</u>		]=[	<b>+</b> +	+ +			1	LUFF ■		CHA	=	=+		+	
(constitu			╎├		= = = =			ı –	LIMB ■		STR*		=+			
WILLPC (wisdo			╚	++	++			I	ONCENTRATION		CON		=+		+	
									raft <b>■</b> ( ecipher Script		_ ) INT INT		=+		+	
			BASI ATTAC	E CK STR S	IZE MISC TE	MP. condition	onal modifiers	_	IPLOMACY ■		CHA		=1 =1		+	
MEL	FF	TOTA	L BONG	JS MODIFIER MO	DIFIER MODIFIER MOI	DIFIER		_	ISABLE DEVICE		INT		·		+	
MEL attack b			]=	++	++	- 11		⊠ D	ISGUISE <b>=</b>		СНА		=+			
RANC	GED		1_					⊠E	SCAPE ARTIST ■		DEX*	=	=+		+	
attack b	onus		BASE		IZE MISC	_		_	ORGERY <b>■</b>		INT	=	=+		+	
		TOTA	L ATTAC BONU	CK MODIFIER MO	IZE MISC DIFIER MODIFIER			_	ATHER INFORMAT	ION ■	CHA		=+		+	
			BOILE	55				_	IANDLE ANIMAL		CHA		=+		+	
W	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		IEAL ■ IIDE ■		WIS DEX*		=+			
									NNUENDO		WIS		=+		+	
		1							NTIMIDATE ■		CHA		=7 =1		+	
RANGE \	VEIGHT	SIZE		TYPE	SPECIA	L PROPERT	ES		NTUIT DIRECTION		WIS		=·		+	
									JMP ■		STR*		=+		+	
								⊠K	NOWLEDGE (ARCAI	NA)	INT	=	=+		+	
W	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL	⊠K	NOWLEDGE (ARCH	ITECTUR	E					
									ENGINEERING)		INT		=+		+	
DANCE \	VELCUT.	6175		TVDE	CDECIA	L BRODERT	FG		NOWLEDGE (GEOG	,	INT		=+		+	
RANGE \	WEIGHT	SIZE		TYPE	SPECIA	L PROPERT	ES		NOWLEDGE (HISTO	,	INT	=	=+		+	
									NOWLEDGE (LOCA NOWLEDGE (NATU		INT				+	
	/FAB6	NNI -							NOWLEDGE (NATO	,	INT	=	=+ =+			
, w	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		NOWLEDGE (FSION	,	INT		=7 =1			
									NOWLEDGE (RELIG	,	INT		=			
RANGE \	WEIGHT	SIZE		ТҮРЕ	SPECIA	L PROPERT	ES	⊠L	ISTEN ■		WIS		=			
		9,26			51 ECIA			_	Tove Silently ■		DEX*	=	=+		+	
								_	PEN LOCK		DEX		=+		+	
									ERFORM ■ (		,	=			+	
ARMOR/F	ROTEC	TIVE ITE	М	TVDE	ADMOD DOM	us Le	HECK DEMAITS		SICRAFT		INT		=+		+	
				TYPE	ARMOR BON	03 (	HECK PENALTY	1 –	ick Pocket rofession (			′= ==			+	
								_	EAD LIPS		_ ) wis		=1 =1		т +	
MAX DEX S	PELL FAI	LURE S	PEED	WEIGHT	SPECIA	L PROPERT	ES		IDE ■			=			+	
								_	EMOTE VIEW ■		INT		=			
								」 □ S	EARCH ■		INT		=			
SHIELD/PF	ROTECT	IVE ITEN	ARM	OR BONUS V	VEIGHT SPELL F	AILURE C	HECK PENALTY		ense Motive <b>=</b>		WIS	=	=+		+	
								_	PELLCRAFT		INT	=	=+		+	
								_	POT ■		WIS		=+		+	
			- :	SPECIAL PROPE	RTIES			_	TABILIZE SELF		CON STR* <sup>*</sup>		=+		+	
								_	WIM ■ UMBLE		STR^/		=+			
				AMMUNITIO	N.			_	omble Ise Magic Device	:						
						,		_	SE PSIONIC DEVICE							
						[		l ⊠ U	SE ROPE ■		DEX		=		+	
						[	18888 88888 18888 88888	⊠ W	/ilderness Lore	•	WIS				+	

campaign			/=D @AN/			1		2011	
		POW	ER SAV	E 1d20+	KEY ABILITY MODIFIE		WER	POIN	IS
experience points		FREE N	/ANIFES	STATION	5	ı			
G	EAR		//AIVIII E	JAHON	0-LEVEL	] [			
ITEM	ITEM	Dei	onic Com	hat: 1d20	+ DC Modific	or + Koy A	bility N	10dific	
		FSIC	onic Com	Dat. 1UZV	+ DC WIOGIII	er Ticy A	willy i	nounie	<b>:</b> 1
					EGO WHIP	ID INSINUATIOI	MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MI	ND		+1	-2	+3	-3	-5
		INTELLECT	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BA	ARRIER		-1	+4	-3	+1	+3
		THOUGHT	SHIELD		-4	-1	-2	+4	+2
		TOWER OF	IRON WILL		+3	+0	-1	+5	-3
		NONPSION	NIC BUFFER		-8	_9	+4	-8	-8
		ł <b> </b>		OF POWER POI		+7	+8	+8	+8
		1121001		51 10 WERT 01	10	17	.0	10	10
		ATTAC	K MODI	ES		POWER	S		
LIGHT LOAD MEDIL	JM LOAD HEAVY LOAD								
	TIENT EONS								
LIFT OVER LIF	T OFF PUSH OR	DEEEN	SE MOD						
EOUALS 2 × M	DUND DRAG  AX LOAD 5 × MAX LOAD	DEFEN	SE MOD						
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		_ 3rd	4th	
				5th	6th	7th	_ 8th	9th	
					SPELLS				
		SDELL	L SAVE		NUMBER OF SPEE	•			-
		SPELI	SAVE	DC MOD 5th.	1st 6th	2nd 7th			
		CDELL	CDELLC				_		
		SAVE DC	VEL SPELLS PER DAY	SPELLS		SPELL	.S		
			0	0 —					
		1	ST						
		21	ND D						
MONEY	LANGUAGES	31	RD						
		4	тн						
		5	тн 🗔	<u> </u>					
		6	тн 🗔						
			тн 🗔						
			тн						
		9	TH						

character name					player DUNGEONS											
Psion: S	haper										FIRAGONS					
class	•	rac	ce		alignment		level		deity	•						
size	age	ge	nder	height	weight	eyes	hair	ski		HARA	CTER	REC	ORD S	SHEI	ETS	
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOLING	S/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	HIT DIE TYPE	S	PEED	)	
STŖ	SCORE	MODIFIER	SCORE		HP	WOONE	3/CORRENT HP	1 I	SUBDUAL DAMAGE		T I	d4				
strength DEX			Н	h h	AC AC	10. [	<u> </u>							$\overline{}$	$\overline{\Box}$	
dexterity	Ш	Ш	ш	ar	mor class	= <b>10</b> +	RMOR SHIELD	DEX	+ H SIZE NATURAL	MISC	Į	MISS /	ARCANE	ARMOR	SPELL	
CON constitution			ш	ш.,	TOTAL	B	ONUS BONUS	MODIFIER	MODIFIER ARMOR	MODIFIER	(	CHANCE	SPELL	CHECK I	RESISTANCE	
INT intelligence			П		NITIATIVE modifier	=	+	CLASS			SKILI	S	MAX	RANKS	/	
WIS		H				TOTAL	DEX MISC MOD MOD	Ś	SKILL NAME		KEY	SKILL	ABILITY	RANKS	MISC MODIFIER	
CHA			Н	_	BASE ATTA	CK		CRO	OKILL IVAIVIL		ABILITY	MODIFIER	MODIFIER		MODIFIER	
charisma									Alchemy Animal Empathy		INT INT	=	=+		.+	
SAVING T	HROWS	TOTA	AL BAS	E ABILITY M. F MODIFIER MO	AGIC MISC. TE DIFIER MODIFIER MO	MP. condition	nal modifiers	_	APPRAISE ■	•	INT		=+ = -+		+	
REFL	LEX		7_[	7+	1			$\boxtimes A$	Autohypnosis		WIS		=+		+	
(dexte	• •		┧┝			-11		_	BALANCE <b>=</b>		DEX*		=+		+	
FORTI (constitu	TUDE ution)		_ =	+   +	+    +			1	Bluff ■ Climb ■		CHA STR*		=		+	
WILLPO		1	┐₌┌	$\neg_+$ $\sqcap_+$ $\sqcap$	<b></b>			_	CONCENTRATION		CON		= = -		+	
(wisdo	om)					_		1	CRAFT ■ (		_) INT		=+		+	
			BAS	E			nal modifiers	1 -	DECIPHER SCRIPT		INT		=+		.+	
		TOTA	ATTA	CK STR S	IZE MISC TE DIFIER MODIFIER MO	MP. DIFIER		1 -	DIPLOMACY ■ DISABLE DEVICE		CHA INT		=+		+	
MEL attack b			7=	<b>+</b> +	+ +			1 -	DISGUISE		CHA		=1 =1		+	
RAN			ī —	7.77.7	<b>5.</b>			1 -	SCAPE ARTIST		DEX☆		=+			
attack b	onus		 BAS	++	TIZE MISC			1 -	ORGERY ■		INT	=	=+		.+	
		TOTA	L ATTAG	CK MODIFIER MO	IZE MISC DIFIER MODIFIER			_	GATHER INFORMA	TION ■	CHA		=+		+	
								_	HANDLE ANIMAL HEAL ■		CHA WIS		=+ = -		+	
V	VEAPO	)N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		HIDE ■		DEX*		 =			
								⊠I	NNUENDO		WIS	=	=+		+	
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTII	S		NTIMIDATE ■		СНА		=+		.+	
								1	ntuit Direction ump ■	1	WIS STR*		=+ = -		+	
			<u> </u>					1 '	OMF <b>=</b> (NOWLEDGE (ARC	ANA)	INT			-	+	
V	VEAPO	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		(NOWLEDGE (ARCI	,	E					
									ENGINEERING)		INT		=+		.+	
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTII	:c		(NOWLEDGE (GEO	,	INT		=+		+	
KANGE	WEIGHT	SIZE		ITPE	SPECIA	L PROPERTI	-5	7 -	(nowledge (hist (nowledge (loc	,	INT		=+		+	
									(NOWLEDGE (NAT				 †=		+	
V	VEAPO	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		(NOWLEDGE (PSIC	,	INT	=	=+		.+	
							OWITIONE		NOWLEDGE (THE		INT		==			
DANGE	W/FLA			TVDE		LDDG		_	(NOWLEDGE (RELI LISTEN ■	GION)	INT WIS		=1 =1			
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTII	ES		Move Silently <b>=</b>		DEX*		 =			
									DPEN LOCK		DEX		=+		+	
									PERFORM (		,	=			.+	
ARMOR/I	PROTEC	TIVE IT	EM	TYPE	ARMOR BON	US CL	IECK PENALTY		Psicraft Pick Pocket		INT DEX <sup>*</sup>	·=	=+ 		+	
					ARIMOR BOT	00 (1	TECK TENALT	7 -	PROFESSION (						+	
				l				⊠ F	READ LIPS		INT		=+		+	
MAX DEX	SPELL FAI	LURE   S	PEED	WEIGHT	SPECIA	L PROPERTII	:5	_	RIDE ■			=				
								_	REMOTE VIEW   SEARCH		INT		=+			
SHIELD/PI	ROTECT	IVE ITE	М	IOD DONUE -	VEIGUE ASSE	ALL LIDE	IECK DEMAREN	_	SENSE MOTIVE		INT WIS		=1 =1			
7		4447	ARM	IOR BONUS \	WEIGHT SPELL F	ATLURE CF	IECK PENALTY		PELLCRAFT		INT		=		+	
								_	POT ■		WIS		=		.+	
				SPECIAL PROPE	RTIES			_	STABILIZE SELF SWIM <b>=</b>		CON STR**		==		+	
								_	UMBLE		DEX*		=+ = +			
				AMMUNITIO	on .			_	Jse Magic Devic	E						
								_	Jse Psionic Dev	ICE		=			+	
							 		JSE ROPE			=			.+	
								) × 1	WILDERNESS LOR	E <b>=</b>	WIS	=	=		+	

campaign			/=D @AN/			1		2011	
		POW	ER SAV	E 1d20+	KEY ABILITY MODIFIE		WER	POIN	IS
experience points		FREE N	/ANIFES	STATION	5	ı			
G	EAR		//AIVIII E	JAHON	0-LEVEL	] [			
ITEM	ITEM	Dei	onic Com	hat: 1d20	+ DC Modific	or L Kov A	bility N	10dific	
		FSIC	onic Com	Dat. 1UZV	+ DC WIOGIII	er Ticy A	willy i	nounie	<b>:</b> 1
					EGO WHIP	ID INSINUATIOI	MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MI	ND		+1	-2	+3	-3	-5
		INTELLECT	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BA	ARRIER		-1	+4	-3	+1	+3
		THOUGHT	SHIELD		-4	-1	-2	+4	+2
		TOWER OF	IRON WILL		+3	+0	-1	+5	-3
		NONPSION	NIC BUFFER		-8	_9	+4	-8	-8
		ł <b> </b>		OF POWER POI		+7	+8	+8	+8
		1121001		51 10 WERT 01	10	17	.0	10	10
		ATTAC	K MODI	ES		POWER	S		
LIGHT LOAD MEDIL	JM LOAD HEAVY LOAD								
	TIENT EONS								
LIFT OVER LIF	T OFF PUSH OR	DEEEN	SE MOD						
EOUALS 2 × M	DUND DRAG  AX LOAD 5 × MAX LOAD	DEFEN	SE MOD						
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		_ 3rd	4th	
				5th	6th	7th	_ 8th	9th	
					SPELLS				
		SDELL	L SAVE		NUMBER OF SPEE	•			-
		SPELI	SAVE	DC MOD 5th.	1st 6th	2nd 7th			
		CDELL	CDELLC				_		
		SAVE DC	VEL SPELLS PER DAY	SPELLS		SPELL	.S		
			0	0 —					
		1	ST						
		21	ND D						
MONEY	LANGUAGES	31	RD						
		4	тн						
		5	тн 🗔	<u> </u>					
		6	тн 🗔						
			тн 🗔						
			тн						
		9	TH						

character name					player	player						<b>DUNGEONS</b>						
Psion: So	eer										DA C							
class		ra	ce		alignment	·					)RAGONS							
size	age		nder	height	weight	eyes	hair	skin	CHAR	ACTER	REC	ORD	SHEI	ETS				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL		NDS/CURRENT HP	CUDI	DUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	•	SPEEC	)				
ŞTŖ	SCORE	MODIFIER	SCORE		HP it points	] [	ND3/CORRENT HP	3081	DOAL DAMAGE	REDUCTION	d4			-				
strength DEX	$\vdash$	H	-		AC	]= <b>10</b> +	<u> </u>						$\overline{}$	$\overline{\Box}$				
dexterity	Щ	$\square$	ш	ar	mor class TOTAL	1	ARMOR SHIELD	DEX SIZ	E NATURAL MISC		MISS	ARCANE	ARMOR	SPELL				
CON			ш	Ш и	NITIATIVE	_	BONUS BONUS	MODIFIER MODI	FIER ARMOR MODIFIER	2	CHANCE	SPELL FAILURE	CHECK PENALTY	RESISTANCE				
INT intelligence					modifier		DEX MISC	CLASS		SKIL	LS	MA	X RANKS	/				
WIS						TOTAL	MOD MOD	Ś	NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER				
CHA		$\vdash$	Н	_	BASE ATTA	ACK		8			I WOOD I LEE	I WOODII TER		MODIFIER				
charisma				_					:мү al Емратнү ■	INT		= =	+ +	.+ +				
SAVING T	HROWS	TOT	AL BASE	E ABILITY M E MODIFIER MO	AGIC MISC. T	EMP. DIFIER condi	itional modifiers	☐ ⊠ Appra		INT			+	_+				
REFL (dexter	EX		7=[	<b></b>	+ +			1	HYPNOSIS	WIS		=						
FORTI	.,		1=	7	<b>=.=.</b>			<ul><li>⊠ Balan</li><li>⊠ Bluff</li></ul>		DEX <sup>3</sup>		=						
(constitu	tion)		┚┖	╝				□ CLIMB		STR*		=						
WILLPO			=	+ +	+ +			1	ENTRATION ■	CON		=						
	,							→ CRAFT  → DECIP  → DECIP	■ ( HER SCRIPT	INT		=	+ +	.+				
		тоти	BASE ATTAC	CK STR S	SIZE MISC T	ЕМР.	tional modifiers	☐ ☑ DIPLO		CHA			+ +	.+				
MEL	EE	■   TO1/	AL BONU	JS MODIFIER MO	DIFIER MODIFIER MC	DDIFIER		□ DISAB	le Device	INT		=		_+				
attack b	onus		J⁼L	<b>_</b> _⁺ <u></u> _+_				⊠ Disgu		CHA		=						
RANC attack b			=	+ +	+ +			⊠ ESCAP	E ARTIST ■ FRY ■	DEX <sup>3</sup>		=	+ +	.+				
		TOTA	AL BASE	E DEX S	SIZE MISC DIFIER MODIFIER			I	er Information <b>=</b>			=		.'				
			BONU	JS				_	le Animal	СНА		=	+	_+				
W	/EAPO	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL			WIS DEX <sup>3</sup>		=						
								NNUE ⊠ INNUE		WIS.		=		.+ +				
RANGE \	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	TIES	□ INTIM		СНА		=		+				
KANGE	WEIGITI	SIZE		1172	3FEC!/	AL FROPER	IILS	I	r Direction	WIS		=						
								J ⊠ JUMP	■ 'LEDGE (ARCANA)	STR*		=	+ +	.+				
W	/EAPO	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL		LEDGE (ARCHITECTU				т					
									NEERING)	INT		=	+	_+				
DANCE	V/EICHT	CIZE		TVDE	SDECI	N DDODED	TIES	_	LEDGE (GEOGRAPHY	,			+	_+				
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	I IE2	1	LEDGE (HISTORY) LEDGE (LOCAL)	INT			+	.+				
									LEDGE (NATURE)				'	+				
W	/EAPO	N		TOTAL ATTACK	RONUS D	AMAGE	CRITICAL		LEDGE (PSIONICS)	INT		=	+	_+				
					-SUNOS D		CRITICAL		LEDGE (THE PLANES)			=						
RANGE V	WEIGHT	CUTE		TVDE	CORON	N DDODES	TIEC		,	INT WIS		=: =:						
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	HES		SILENTLY ■	DEX		=						
								☐ ○ OPEN		DEX		=						
								⊠ Perfo	PRM ■ (	) CHA INT		=						
ARMOR/	PROTEC	TIVE IT	ЕМ	TYPE	ARMOR BON	NUS (	CHECK PENALTY	_			*							
								⊠ Profe	ssion (									
MAX DEX S	PFII FAI	I URF	SPEED	WEIGHT	SPECIA	AL PROPER	TIES	□ READ     □		INT		=						
			<u></u>		<u> </u>			RIDE ■	∎ te View ∎	DEX INT		=		.+				
								J ⊠ SEARC		INT		=		+				
SHIELD/PI	ROTECT	IVE ITE	M ARM	OR BONUS	WEIGHT   SPELL I	FAILURE 0	CHECK PENALTY	_	MOTIVE ■	WIS		=						
								✓ SPELL		INT WIS		=·						
				SPECIAL PROPE	RTIES			_	LIZE SELF	CON		=						
								⊠ Swim		STR*		=						
								_ ⊠ Тимв			·							
				AMMUNITIC	ON			— □ Her D	lagic Device sionic Device	CHA		=·						
								□ □ USE R		DEX		=: =:		. <del>+</del>				
									erness Lore ■	WIS				+				

campaign			/=D @AN/			1		2011	
		POW	ER SAV	E 1d20+	KEY ABILITY MODIFIE		WER	POIN	IS
experience points		FREE N	/ANIFES	STATION	5	ı			
G	EAR		//AIVIII E	JAHON	0-LEVEL	] [			
ITEM	ITEM	Dei	onic Com	hat: 1d20	+ DC Modific	or L Kov A	bility N	10dific	\r
		FSIC	onic Com	Dat. 1UZV	+ DC WIOGIII	er Ticy A	willy i	nounie	<b>:</b> 1
					EGO WHIP	ID INSINUATIOI	MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MI	ND		+1	-2	+3	-3	-5
		INTELLECT	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BA	ARRIER		-1	+4	-3	+1	+3
		THOUGHT	SHIELD		-4	-1	-2	+4	+2
		TOWER OF	IRON WILL		+3	+0	-1	+5	-3
		NONPSION	NIC BUFFER		-8	_9	+4	-8	-8
		ł <b> </b>		OF POWER POI		+7	+8	+8	+8
		1121001		51 10 WERT 01	10	17	1 .0	10	10
		ATTAC	K MODI	ES		POWER	S		
LIGHT LOAD MEDIL	JM LOAD HEAVY LOAD								
	TIENT EONS								
LIFT OVER LIF	T OFF PUSH OR	DEEEN	SE MOD						
EOUALS 2 × M	DUND DRAG  AX LOAD 5 × MAX LOAD	DEFEN	SE MOD						
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		_ 3rd	4th	
				5th	6th	7th	_ 8th	9th	
					SPELLS				
		SDELL	L SAVE		NUMBER OF SPEE	•			-
		SPELI	SAVE	DC MOD 5th.	1st 6th	2nd 7th			
		CDELL	CDELLC				_		
		SAVE DC	VEL SPELLS PER DAY	SPELLS		SPELL	.S		
			0	0 —					
		1	ST						
		21	ND D						
MONEY	LANGUAGES	31	RD						
		4	тн						
		5	тн 🗔	<u> </u>					
		6	тн 🗔						
			тн 🗔						
			тн						
		9	TH						

character name					player DUNGEONS											
Psion: Te	elepat	h								TYPACONIC						
class	•	ra	ice		alignment	alignment level deity			<b>PRAGONS</b>							
size	age		ender	height	weight	eyes	hair	skin	CHARA	ACTER	REC	ORD	SHE	ETS		
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER		TEMPORARY MODIFIER	TOTAL	WO	UNDS/CURRENT HP	SUBDUAL DAM/	16F	DAMAGE REDUCTION	HIT DIE TYPE	:	SPEED	)		
STR	SCORE	MODIFIER	SCORE		HP	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	UNDS/CURRENT HP	SUBDUAL DAM/	AGE	REDUCTION	d4					
strength DEX	$\vdash$	$\vdash$	ш	hi	AC	10			$\dashv \vdash$				$\overline{}$			
dexterity			_	arr	nor class	= 10+	ARMOR SHIELD	DEX SIZE NATI	JRAL MISC		MISS	ARCANE	ARMOR	SPELL		
CON constitution					TOTAL		BONUS BONUS M	ODIFIER MODIFIER ARM	MOR MODIFIER		CHANCE	SPELL	CHECK PENALTY	RESISTANO		
INT intelligence					NITIATIVE modifier	=	=+	SS		SKIL	LS	MA	X RANKS	/		
			-			TOTAL	DEX MISC MOD MOD	SKILL NAME		KEY	SKILL	ABILITY		MISC		
WIS	Щ	Щ		_	BASE ATT	ACK		g SKILL NAME		ABILITY	MODIFIER	MODIFIER	RANKS	MODIFIE		
CHA charisma			ш		Donus					INT		=	+	+		
SAVING T	HPO\Y/S	тот	'AI BAS	E ABILITY MA	AGIC MISC. TI	EMP.	ditional modifiers	☐ ANIMAL EMPA ⋈ Appraise ■	ATHY <b>■</b>	INT INT			+	_+		
REFL		<b>I</b>	AL SAV	MODIFIER MOD	DIFIER MODIFIER MO	DIFIER	ational mounters		iis	WIS		= =		_+ +		
(dexte	rity)		=	++		_		BALANCE ■		DEX	·	=	+	+		
FORTI (constitu	<b>TUDE</b>		7=[	+ +	+ +			☐ BLUFF ■		СНА		=		_+		
WILLPO	- '		3 H	7	<b>5.</b>   -				10N =	STR*		=		+		
(wisdo	om)	`	╝╸	++				☐ CONCENTRAT	ION ■	CON ) INT		= =		_+ +		
				_		cond	ditional modifiers	□ DECIPHER SC     □	RIPT	INT			+	+		
		тот	AL BON	CK STR SI	IZE MISC TI DIFIER MODIFIER MO	MP.	anional mounicis	□ DIPLOMACY ■	ļ	СНА	:	=	+	+		
MEL	EE				J	DITTER		☑ DISABLE DEVI	CE	INT				_+		
attack b			╝					□ DISGUISE ■     □ ESCAPE ARTIS	T =	CHA DEX <sup>3</sup>		=		.+		
RAN (	GED onus		=	+   +	+   +	- 11			•	INT		= =	+ +	_+ +		
		тот	AL BAS	E DEX SI	IZE MISC DIFIER MODIFIER			☐ GATHER INFO	RMATION ■	СНА			+	+		
			BON	US	on ten moon ten				MAL	СНА			+	+		
V	/EAPC	N		TOTAL ATTACK	PONILIC D	MAGE	CDITICAL	⋈ Heal ■		WIS		=	+	_+		
_		~~		TOTAL ATTACK	BONUS DI	AMAGE	CRITICAL	⊠ Hide ■		DEX		=		_+		
									ı	WIS CHA			+	_+ +		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	RTIES	✓ INTIMIDATE		WIS		= =		-+ +		
								⊠ JUMP ■		STR*		=		+		
									(ARCANA)	INT	=	=	+	+		
V	/EAPC	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL		(ARCHITECTUF	RE						
								& ENGINEERING	,	INT		=		_+		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	RTIES		• ,	INT		= =	+ +	.+		
10.1102		JIEL			5, 201				,	INT			+ +	+		
										INT	:	-	+	+		
V	/EAPC	N		TOTAL ATTACK	BONUS -	AMAGE	CRITICAL	☐ Knowledge	` ,	INT		=		+		
				TOTAL ATTACK	DONOS DI	AWAGE	CKITICAL		. ,	INT		=		.+		
									(RELIGION)	INT WIS		=		.+		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	RTIES		LY ■	DEX,		= =		_+ +		
									-: <b>-</b>	DEX				+		
		-						□ Perform ■ (		) сна		=		+		
ARMOR/I	POTEC	TIVE	'EM					☐ PSICRAFT		INT		=		_+		
AKWOK/I	-KOTEC	IIV-II	EM	TYPE	ARMOR BON	US	CHECK PENALTY	□ PICK POCKET     □ P	,	DEX.		=		_+		
								□ Profession     □ Read lips	(	,		= =		.+		
MAX DEX S	PELL FAI	LURE	SPEED	WEIGHT	SPECIA	L PROPER	RTIES	READ LIPS      RIDE ■		INT DEX		= =		.+ +		
T								☐ REMOTE VIEW	<b>/</b> ■	INT		- 		_+		
								SEARCH ■		INT		=		+		
SHIELD/PI	ROTECT	IVE ITE	M ARM	OR BONUS   W	VEIGHT   SPELL F	AILURE	CHECK PENALTY	☐ SENSE MOTIV	Ε ■	WIS		=		_+		
								⊠ Spellcraft		INT		=		_+		
				CDECIAL PROPERTY	DTIES .			SPOT ■     STABILIZE SEL	E	WIS		=				
				SPECIAL PROPE	RTIES			S S S S S S S S S S S S S S S S S	.г	CON STR*		=		+		
								□ TUMBLE		DEX <sup>3</sup>		= =				
				AMMUNITIO	N			□ Use Magic D	EVICE	СНА				+		
								□ USE PSIONIC	Device	СНА	:	=	+	+		
								☑ USE ROPE ■		DEX			+	_+		
									LORE ■	WIS		=	+	_+		

campaign			/=D @AN/			1		2011	
		POW	ER SAV	E 1d20+	KEY ABILITY MODIFIE		WER	POIN	IS
experience points		FREE N	/ANIFES	STATION	5	ı			
G	EAR		//AIVIII E	JAHON	0-LEVEL	] [			
ITEM	ITEM	Dei	onic Com	hat: 1d20	+ DC Modific	or L Kov A	bility N	10dific	\r
		FSIC	onic Com	Dat. 1UZV	+ DC WIOGIII	er Ticy A	willy i	nounie	<b>:</b> 1
					EGO WHIP	ID INSINUATIOI	MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MI	ND		+1	-2	+3	-3	-5
		INTELLECT	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BA	ARRIER		-1	+4	-3	+1	+3
		THOUGHT	SHIELD		-4	-1	-2	+4	+2
		TOWER OF	IRON WILL		+3	+0	-1	+5	-3
		NONPSION	NIC BUFFER		-8	_9	+4	-8	-8
		ł <b> </b>		OF POWER POI		+7	+8	+8	+8
		1121001		51 10 WERT 01	10	17	1 .0	10	10
		ATTAC	K MODI	ES		POWER	S		
LIGHT LOAD MEDIL	JM LOAD HEAVY LOAD								
	TIENT EONS								
LIFT OVER LIF	T OFF PUSH OR	DEEEN	SE MOD						
EOUALS 2 × M	DUND DRAG  AX LOAD 5 × MAX LOAD	DEFEN	SE MOD						
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		_ 3rd	4th	
				5th	6th	7th	_ 8th	9th	
					SPELLS				
		SDELL	L SAVE		NUMBER OF SPEE	•			-
		SPELI	SAVE	DC MOD 5th.	1st 6th	2nd 7th			
		CDELL	CDELLC				_		
		SAVE DC	VEL SPELLS PER DAY	SPELLS		SPELL	.S		
			0	0 —					
		1	ST						
		21	ND D						
MONEY	LANGUAGES	31	RD						
		4	тн						
		5	тн 🗔	<u> </u>					
		6	тн 🗔						
			тн 🗔						
			тн						
		9	TH						