Race/Species Birthplace Nationality Residence Starting Occupation Aliases  ABILITIES ABILITY STRENGTH DEX DEXTERITY CON CONSTITUTION INT INTELLIGENCE WIS WISOM CHACHARISMA Die Type  CLASS EQUIPMENT DEX SIZE MISC  CLAS	Level Alignment/Alleg Date of Birth ce HIT POINTS CURRENT WEALTH BONL	Balance Bluff Climb Compute Concenti Craft ( Craft ( Decipher Demoliti Diplomae	Sex Height Hair  SKI  MAX RANKS = LVL+3(/2)  CR  Per Use ration	Age Weight Eyes	MODIFIERS MISC MISC
Residence Nationality Starting Occupation  ABILITIES ABILITY STRENGTH DEX DEX DEXTERITY CON CONSTITUTION INT INTELLIGENCE WIS WISDOM CHA CHARISMA  DEFENSE  CLASS EQUIPMENT DEX SIZE MISC	Date of Birth  CE  HIT POINTS  CURRENT	Balance Bluff Climb Compute Concenti Craft ( Craft ( Decipher Demoliti Diplomae	Sex Height Hair  SKI  MAX RANKS = LVL+3(/2)  CR  Per Use ration	Age Weight Eyes  LLS  OSS CLASS TOTAL ABBLITY RA Cha Str Int Int Int Int	aying Game
Starting Occupation  ABILITIES ABILITY STRENGTH DEX DEX CON CONSTTUTION INT INTELLIGENCE WIS WISDOM CHA CHARISMA  DEFENSE  CLASS EQUIPMENT DEX SIZE MISC	HIT POINTS CURRENT	Bluff Climb Compute Concenti Craft ( Craft ( Decipher Demoliti Diploma	Height Hair  SKI  MAX RANKS = LVL+3[/2]  CR	Weight Eyes  LLS  OSS CLASS TOTAL ABILITY RA  Dex  Cha Str Int Con Int Int Int	MODIFIERS MISC MISC
ABILITIES  ABILITY STR STR STRENGTH  DEX DEXTENITY CON CONSTITUTION INT INTELLIGENCE WIS WISDOM CHA CHARISMA  DEFENSE  CLASS EQUIPMENT DEX SIZE MISC	HIT POINTS CURRENT	Bluff Climb Compute Concenti Craft ( Craft ( Decipher Demoliti Diploma	Hair  SKI  MAX RANKS = LVL+3(/2) CR  er Use ration  Script	Eyes  LLS  OSS CLASS TOTAL ABILITY RA  Dex  Cha Str Int Con Int Int Int	MODIFIERS ————————————————————————————————————
ABILITIES  ABILITY  TEMP MODIFIER  SCORE MODIFIER  MAXIMUM  DEX DEX DEX CON CONSTITUTION INT INTELLIGENCE WIS WIS WISOM CHA CHARISMA  Die Type  CLASS EQUIPMENT DEX SIZE MISC  MISC  CLASS EQUIPMENT DEX SIZE MISC  MISC  CLASS EQUIPMENT DEX SIZE MISC  MISC  CLASS EQUIPMENT DEX SIZE MISC  MODIFIER  MAXIMUM  MAXIMUM  DEFENSE	CURRENT	Bluff Climb Compute Concenti Craft ( Craft ( Decipher Demoliti Diploma	SKI  MAX RANKS = LVL+3(/2)  er Use ration     Script ■	Eyes  LLS  OSS CLASS TOTAL ABILITY RA  Dex  Cha Str Int Con Int Int Int	MODIFIERS MISC MISC
STR STRNOTH DEX DEXTERITY CON CONSTITUTION INT INTELLIGENCE WIS WISOM CHA CHARISMA Die Type  CLASS EQUIPMENT DEX SIZE MISC	CURRENT	Bluff Climb Compute Concenti Craft ( Craft ( Decipher Demoliti Diploma	er Use ration	oss class total Ability RA Dex Cha Str Int Con Int Int Int Int	MODIFIERS
STR STRENGTH DEX DEX DEXTERITY CON CONSTITUTION INT INTELLIGENCE WIS WISDOM CHA CHARISMA Die Type  The Type  CLASS EQUIPMENT DEX SIZE MISC MISC MISC MISC MAXIMUM  DEFENSE	CURRENT	Bluff Climb Compute Concenti Craft ( Craft ( Decipher Demoliti Diploma	er Use ration	oss class total Ability RA Dex Cha Str Int Con Int Int Int Int	MODIFIERS MISC MISC
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DESTERITY  CON CONSTITUTION INT INTELLIGENCE WIS WISDOM CHA CHARISMA Die Type  DEFENSE  CLASS EQUIPMENT DEX SIZE MISC	WEALTH BONL	Climb Compute Concenti Craft ( Craft ( Decipher Demoliti Diploma	ration ))	Str Int Con Int Int Int	
CONSTITUTION  INT INTELLIGENCE  WIS WISDOM  CHA CHARISMA  Die Type  DEFENSE  CLASS EQUIPMENT DEX SIZE MISC	WEALTH BONL	Compute Concenti Craft ( Craft ( Decipher Demoliti Diploma	ration ))	Int Con Int Int Int	
INT INTELLIGENCE WIS WISOM CHA CHARISMA Die Type  REPUTATION ACTION POINTS  DEFENSE  CLASS EQUIPMENT DEX SIZE MISC	WEALTH BONU	Concenti Craft (	ration ))	Con Int Int Int	
WIS WISDOM CHARISMA Die Type CHARISMA Die Type DEFENSE  CLASS EQUIPMENT DEX SIZE MISC	WEALTH BONU	Craft (	-	Int Int	
REPUTATION ACTION POINTS  DEFENSE  CLASS EQUIPMENT DEX SIZE MISC	WEALTH BONU	Craft (	-	Int	+
REPUTATION ACTION POINTS  DEFENSE  CLASS EQUIPMENT DEX SIZE MISC	WEALTH BONU	Decipher  Demoliti  Diploma	-		
REPUTATION ACTION POINTS DEFENSE  CLASS EQUIPMENT DEX SIZE MISC	WEALTH BONU	Demoliti Diploma	-	- 1110	+
DEFENSE  CLASS EQUIPMENT DEX SIZE MISC	WEALTH BONU	JS Diploma	VIIV ==	Int	++-
DEFENSE  CLASS EQUIPMENT DEX SIZE MISC			су	Cha	
CLASS EQUIPMENT DEX SIZE MISC			Device	Int	
		Disguise	-	Cha	++-
=10+       Dex	C MISC MAX DE	x PENALTY Drive Escape A	rtist -	Dex Dex*	+
ARMOR WORN		Forgery	-	Int	+
AUDOL TOUT		Gamble	_	Wis	
			nformation	Cha	+
SAVING THROWS	INITIA	Handle A	nimal ■ -	Cha Dex*	+
CLASS BASE — MODIFIERS — MODIFIERS — MODIFIERS — MODIFIERS — TOTAL A B C D ABILITY MISC A	MISC TOTAL DEX		- te	Cha	+
FORTITUDE CONSTITUTION CON	Dex		-	Int	
REFLEX Dex		Jump	-	Str*	
DEXTERITY WILL Wis	SPEED BASE	TITIOWIEG		Int	+
WISDOM	3, 223	Knowled Knowled		Int Int	+
ATTACK ROLLS		Listen	6 <sup>c</sup> (	Wis	+
MULTIPLE ATTACKS CLASS BASE TOTAL 2ND 3RD 4TH 5TH A B C	D ABILITY SIZE	misc misc Move Sil	ently	Dex*	
MELEE	Str	Navigate	-	Int	$\perp$
strength         -5         -10         -15         -20	Dex	Perform Perform	`	Cha Cha	+
DEXTERITY	Str	Perform	`	Cha	+
STRENGTH	30	Pilot ■	\//	Dex	+
WEAPONS		Professio	-	Wis	
Weapon Att Bonus Damage Critic	cal Range Type	e Size Repair	-	Int	+
	1 1 1	Research Ride	-	Int Dex	++-
Notes I I		Search	-	Int	++
Notes	-al   D   T	Sense Mo	-	Wis	
Weapon Att Bonus Damage Critic	cal Range Type	Jeight 0	f Hand ■	Dex	
		Spot Survival	-	Wis Wis	++-
Notes		Swim	-	Str*	++-
Weapon Att Bonus Damage Critic	cal Range Type		ıry -	Wis	
		Tumble I		Dex*	
Notes		<del>-</del>		+++	++-
	Dange T.	e Size		<del>-        </del>	++
Weapon Att Bonus Damage Critic	cal Range Type	3176		<del>       </del>	++-
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Weapon Att Bonus Damage Critic	cal Range Type	e Size		<del>-        </del>	++-
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+						CAPACITY								RIENCE		
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			= 5 × MA		Light		Normal	Normal		Normal						
MOVEMENT	WALK	HUSTLE	RUI	N	Medium		+3	-3	×3⁄4	×4				XPs Ne	eded For N	lext Level
MOVEMENT	= BASE SPEED =	2 × BASE SPEED	= 4 × BAS	SE SPEED	Heavy		+1	-6	×½	×3						
						FEATS & S	SPECIAI	L ABIL	ITIES							
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SPELLS													
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	Known												
1st													
2nd													
3rd													
4th													
5th													
	ODIFIERS —												
Spell Save DC Mod =10+	MISC												
PSIONIC POWER POINTS													
FX ITEMS													
						_							
	HEN	CHMEN OR	ANIMAL	. COMF	PANION	S							
Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
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Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
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Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
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CHARACTER DESCRIPTION	
Character Name	Character Sketch
Description	
' - <del></del>	
Personality	
Quote(s)	
Contacts/Friends	
Enemies	
BACKGROUND & NOTES	