Character Name				Player Name								
Class and Level				Alignment R		ice						V.
Size	Gender	Age	Height	Weight	Eyes	_ I	Hair		-/	4	Y	
Deity/Reli	gion		Brief De	scription/Ba	ckground				- <u>/N</u>		(<u> IMP</u>
	#204000 Feb.	y Score				tals			Defe	ensiv	e Abi	lities
Ability Nama	Total Modifia	Base	Enhancement Othe	ic .	HIP		Tempor		DR			
Strongth		┥——			Wounds/	Current HF	,	_	Damage Red SR			=
DEX Destrocity									Spell Resis	tance	esistances	
CON										2		
INT		7		=	L.,		V2.V					
WIS		_		=	Regeneration/P	ast Healing	Other			0	thec	
CHA	$\dashv \vdash$	┪┈		=	1			 Bloc	d			
Chariana	Moven	nent an	d Speed		BP	num.			Efficiency ((counds, dans	age, etc)	ñ
TANKS	Movemen		A TOWN TO SERVICE A STATE OF THE SERVICE AND ADDRESS OF THE SERVICE AND ADD	Speed	Blood Points							
INIT Initiative Run			السيال	- 1								
	Pirtance/Min. Dist	tance/Hour Di	stance/Day Mos	nt Speed	Name of the second				kills		Section	
	Com	bat Def	enses		Acrobatics	Dex*	Foral	Ranks	Ablay	Trained	Others	Other 2
AC Aemor Class	=10 + Acc	nor Shield D	ex Deflect Natural		Appraise	Int						
			Note	uz/Other	Bluff Climb	Cha Str*		-		-	+	
Touch	Armo	ooted Class			Craft ()	Int						
CMD	=10 +	are Str + Dex	Other		Craft ()	Int		_	1			
FORE	Total Base C	Ability Enhan	o Other Con	ditional/Notes	Diplomacy Disable Device	Cha Dex*		1				
FORT					Disguise	Cha						
REF					Escape Artist	Dex*		_	-		-	
WILL		一一			Fly Handle Animal	Dex*	_	1		-	+	
Willpower	الا				Heal	Wis						
	Con	bat Of	7550		Intimidate	Cha		-		1		
CMB	38 38	36 340	BA Base Attack	ļ	Know () Know ()	Int Int						
		Attack 1			Know ()	Int						
Week	oon/Attack Method	A	tack Bonus	Damage	Linguistics	Int						
Critical	Туре	Range	Note		Perception Perform (Wis Cha		-	-		+	-
Cimai	- "	and a			Perform ()	Cha		1			1	
i i	- 10				Profession	Wis						
Weeks	on/Attack Method	Attack 2	tack Bonus	Demage	Ride	Dex*		_			-	
Top of the second		2.00		**************************************	Sense Motive Sleight of Hand	Wis Dex*					-	
Critical	Туре	Range	Note		Spellcraft	Int						
g .					Stealth	Dex*			3			
		Attack 3		600	Survival	Wis						
Wasag	on/Attack Mathod	A	tack Bonus	Damage	Swim	Ste*						
Critical	Туре	Range	Note		Use Magic Device	Cha		1			+	
						ı						

Cruomancy	Feats					
Cruomancer Level Save DC	<u>-</u>					
Highest-Level Blood Power						
Blood Powers Known						
<u>-</u> -						
	-					
	9					
)	-					
Weaknesses	Class Features and Special Abilities					
OGarlic OStakes	9					
OHoly Symbols OSunlight	9.					
OMirrors OUnmistakable	-					
ORunning Water OUnsettling Aura						
Other (9-					
Other ()	*					
Spellcasting	-					
Spells per Day Spells						
Lvl Total Base Ability DC Known						
•						
Ist						
2nd	-					
3rd	-					
4th						
	Languages					
5th	,					
6th	-					
7th						
8th	Other Notes					
9th						
Conditional Modifiers/Notes	<u> </u>					
	-					
Spell Ranges	<u></u>					
Short	XP Szoscisnes Foints					

Gear and Possessions Qty. WT. Item Character Sketch or Portait Background and Personality Total Weight Carrying Capacity Medium Load Light Load Heavy Load Lift Over Head Lift Off Ground Push or Drag Wealth Copper Pieces Silver Pieces Gold Pieces Platinum Pieces Gems, Art, and other Treasure

Campaign Notes

Important NPCs Quests Description Objective Name Reward Other Notes