Official Player Character Sheet							
Seven Avengers Saga [©]						~	
	Character Na	.me	Size	/			X.
	Player Campaign		Age Gender				
	Class		Height			•	
	Race		Weight	/			١
	Alignment		Eyes				1
	Deity		Hair				١
	Level		Quote				1
	Saving Throws	BASE ABILITY MAGIC MISC TI	EMPORARY CONDITIONAL				1
SCORE MOD SC	ORE MOD	SAVE MODIFIER MODIFIER MODIFIER	MODIFIER MODIFIERS	\			/
STR	FORTITUDE =	+++		\			
	REFLEX ==	+ + + + +					
DEX []	WILL =	+ + + + + +		•			
CON	TOTAL WOUNDS/CURREN	THP SUBDUAL DAM.	AGE				_
				SK	ILLS		
	TOTAL ARM BON	OR SHIELD DEX SIZE NAT US BONUS MODIFIER MODIFIER ARI	URAL MISC MOR MODIFIER SPEED (BASE)			SKILL ABILITY A	IISC
WIS 🔲	AC = 10 +	++++	+	Skill Name	ABILITY	MOD MOD RANKS A	OD
	DAMAGE MISS CHE REDUCTION CHANCE PENA	CK SPELL SPELL	SPEED (ARMOR)	Alchemy	INT	=++_	_
CHA	CIPACE PENA			Animal Empathy	CHA _	+++_	
				☐ Appraise ☐ Balance	DEX*	++_	
	TOTAL BASE ATTACK BONUS	STR SIZE MISC TEM MODIFIER MODIFIER MODIFIER MO	PORARY IDIFIER	Bluff	CHA _	=++_	
MELEE ATTACK BONUS	=	+ + + + +	INITIATIVE DEX MISC	Climb	STR*	++_	
	TOTAL BASE ATTACK BONUS	DEX SIZE MISC TEM MODIFIER MODIFIER MODIFIER MC	PORARY TOTAL MODIFIER MODIFIER	☐ Concentration	CON	=++_	_
RANGED ATTACK BONUS		+ + + + +	= +	Craft ()	INT _	++_	
				☐ Decipher Script	INT _	=++_	_
Weapon T	otal Attack Bonus Damage	Critical Range Weight	Type Size Special	☐ Diplomacy ☐ Disable Device	CHA _	- + +	_
				☐ Disguise	CHA	= + +	
				☐ Escape Artist	DEX*	++_	
				Forgery	INT	++	
				☐ Gather Information	CHA _	=++_	_
				Handle Animal	CHA _	=++_	_
				☐ Heal ☐ Hide	WIS _	=++_	_
				☐ Innuendo	WIS	= + +	_
				☐ Intimidate	CHA	=++	
				☐ Intuit Direction	WIS	++_	_
				Jump	STR*	++_	_
				 ☐ Knowledge (Arcana/Symmetry) ☐ Knowledge (Symmetrical Arch.) 	_	=++_	_
Armor T	ype Armor Max Dex Check	Spell Speed Weight	Special	Knowledge (Symmetrical Arch.) Knowledge (Geography)	INT _	=+++_	_
	Bonus Bonus Penalty	Failure	- F	☐ Knowledge (History)	INT	=+_+	
				☐ Knowledge (Local)	INT	++	
				☐ Knowledge (Nature)	INT	++	
				☐ Knowledge (Nob/Royal)	INT _	=++_	_
				☐ Knowledge (Harmony/Religion) ☐ Listen	WIS _	=++_	_
				Move Silently	DEX*	= + +	
Ammunition		Ammunition	000000000	☐ Open Lock	DEX	++_	
Ammunition		Ammunition	000000000	☐ Perform () CHA	=++_	
				☐ Pick Pocket	DEX*	=++_	
Spells, 0 level - Save DC (_) Spells, 1 level - Save DC () S	pells, 2 level - Save DC ()	Spells, 3 level - Save DC ()	Profession ()	WIS _	=++	_
	000		`	☐ Read Lips ☐ Ride	DEX	=++	_
				Scry	INT _		
				Search	INT	++_	Ī
	000[]		Sense Motive	WIS _	++_	Ξ
				☐ SpellCraft	INT _	=++_	
				Spot	WIS _	=++_	_
Spells, 4 level - Save DC (_) Spells, 5 level - Save DC () S	Spells, 6 level - Save DC ()	Spells, 7 level - Save DC ()	Swim Tumble	STR** _	= + +	
		-		Use Magic Device	CHA _		
	000[☐ Use Rope	DEX	=++	
				☐ Wilderness Lore	WIS	++	
			Spells, 9 level - Save DC ()		_	=++_	_
				Skills in ITALIC can be used untr	nine d	++	
				Skills in ITALIC can be used untr *Armor check penalty applies **-1 per 5lb of gear	anieu		
DC MOD	□ Symmetry			· 1> 0			
SPELL SAVE N	MAGIC REALM Harmony	Languages Known					
	@ @	والمراجع والمعاملة المراجع ومساور والمالية		all.			

Special Abilities (By Race)	Special Abilities (By Class)	Feats			NUMBER OF ELLS KNOWN
NETTING WEST VIOLENCE	Money		GEAR		
	CP	ITEM	WT.	ITEM	WT.
	SP				
	GP				
= MAX LOAD 2X MAX LOAD 5X MAX LOAD	PP				
Experience Points					
Next Level					
Next Level					
NOTES, MAPS, COMPANION					
NOTES, MAPS, COMPANION					
					+
					+
					+
					+

Severy Avergers

TOTAL WEIGHT CARRIED