

Player		A)RA	GONS			Name								MALE	
i idyci						Race					Size		å		Size
Campaign						* *					01:11.0	1111 B1		,	Modifier
XP						CLASSES					Skill Rank	s Hit Die d	Le		Level djustment
		ADII	ITIEC			2						- <del></del>	_		
*	Ability	Item	Ability	Temp	Temp	3						d d	_		Effective Character
	Score	Bonus	Modifier	Bonus	Modifier							_ <del></del>	_	= '	Level
STR			STR		STR	5						_ <del>_ d</del>	_		
CON			CON		CON				SKI	ILLS		u			
DEX			DEX		DEX	Max /	= ECL + 3	Skill		Class Ski	lls Ranks	Racial, Feats,	F: Misc		Armour Check
INT			INT		INT	Ranks /	Untrained	Bonus	TNIT	1 2 3 4	5	Synergy		Bonus	Penalty
			$\vdash$			Appraise Balance					_			_	[]
WIS			WIS		WIS	Bluff									1
CHA			CHA		CHA	Climb					_			Ξ.	
Ability Mo	odifier = (To	tal Ability S	Score - 10)	÷ 2 (Rou	nd down)	Concentration									12
Ĭ		INVE	NTORY	) / I	<u> </u>	Decipher Script			INT		<u> </u>				
				Value	Weight	Diplomacy			CHA		<b>—</b>				
						Disable Device			INT	<b>-</b>	<del> </del>				
						Disguise			CHA	<b></b>	<u> </u>				
						Escape Artist	-		DEX	<b>-</b>	·			-	
						Forgery				777	_				
						Gather Information					_				
						Handle Animal	_				_				
						Heal Hide					_			- Size 🕳	[]
						Intimidate								mod x4 + Size diff x4	1
						Jump					_			uiii x4	[]
						Listen			WIS		<u> </u>				
						Move Silently			DEX		<u> </u>			-	
						Open Lock			DEX	<b>-</b>	<u> </u>				
						Ride			DEX	<b>+</b> + + +	<del> </del>				
						Search			INT	<b>-</b>	<u> </u>				
						Sense Motive				<b>-</b>	_				<u>:</u>
						Sleight of Hand				<b>-</b>				-	1
						Spellcraft	_				_			_	
						Spot Survival									
						Track Track			SURVIVAL		1-				
147			ed Items		lb	Swim							-	1 per 5lb _	× 2
		o, Scrolls, I, Protecti			lb	Tumble									
AIIII	oui, Silieit		l Weight		lb	Use Magic Device			CHA		<b> </b>				
Light	Load Me	edium Load		nad Ma	ax Load	Use Rope			DEX	4444	<u> </u>				
Light	Ib	lb	licary Ec	lb I	Ib	Knowledge:			INT	<del> </del>	<b>-</b>				
	MONEY			ANGUA						<b>-</b>	<u> </u>				
		11)			FOED >					<b></b>	_				
		cp													
		sp									_				
		gp													MIS
,	,     )	рр									_				Knowledge - INT Profession - WIS
															Knowle
	, , , , ,														
															Other skills: Craft - INT Perform - CHA
															Other Craft - Perfor

CHARACTER

×	ATTACKS		*	×	INITIATI	VE	*
				INITIATIVE	BONUS Feats	Misc	
Range Type	Attack Bonus	Damage	Critical	INIT =	DEX +	+	
		d	×	*	SPEED	)	-
ft sq	Special Ammo	u .		SPEED	Speed with Arn		mp Speed
# 0000			# 0000	ft so	ft	sa	ft sq
				Swim Speed	Fly Speed		mb Speed
	Attack Bonus	Damage	Critical	ft so	ft	en	ft sq
Range Type	Antaon Bonds	d	×	11 30	BASE ATT		11 34
ft sq		u	^	BASE	MELEE	RANG	
				ATTACK BON		ATTA	CK
Range Type	Attack Bonus	Damage	Critical				
ft sq		d	×	Temp Attack	Morale		Power
				Bonus =	Bonus Buffs	Nerfs	Attack
Range Type	Attack Bonus	Damage	Critical				
ft sq		d	×	Temp Damage Bonus	Morale Bonus Buffs	Nerfs	Power Attack
it sq				+ =	+		+
Range Type	Attack Bonus	Damage	Critical				
ft sq		d	X				
Ammo # DDDD	Special Ammo		# 0000	×	GRAPPI		*
			. 555	GRAPPLE BO	NUS		Misc
# 0000	Special Ammo		# 0000		# ttack	× 4 + STF	+
SAVES				HEALTH			
	Misc Temp HIT POIN	TS Wounds			☐ Dying ☐ Stable	Non-lethal ☐	Unconcious
FORT = CON+ + +	<b>+</b>	пр			hp		hp
REFLEX SAVE			F	ARMOUR CI	.ASS		<u>, (</u>
REF = DEX + + +	+		Armour	AC Shiold AC	Natural Size Armour Modifie		Misc
WILL SAVE	ARMOUR		DEX +		+ -	+ +	
WILL = WIS + + +	+				·	·· · · · · · · ·	<u> </u>
☐ Evasion ☐ Improved ☐ Endurance ☐ Evasion	☐ Trap Sense  AC	OTED ARMO = 10	UR CLASS	+ -	-	+ +	+
EVASIOII		= 10 ARMOUR CLA	99 99				
	AC	= 10 + ]			/ -	+ +	+
				Int. I'C	,		
	Temp AC	Spell Resis	tance Conditiona	al Modifiers			
EFFECTS	Damage Re	duction					
		METAI	MAGIC		COMBAT	ABILITIES	*

×	INVENTORY		-	×	ARMOUR	*	×	EQUIPMENT	*
		Value	Weight				Hat / Mask		
				Properties			Properties		
				Туре	Max Speed	Max AC DEX			
					ft s	q	Headband		
				Check Penalty	Weight Spell Failure	Armour AC			
					lb %	AC	Properties		
					SHIELD	,			
				Properties			Eyes		
							Properties		
				Check Penalty	Weight Spell Failure  Ib %	Shield AC			
					10 %	AG	Nach / Theory		
							Neck / Throa	[	
							Properties		
							Shoulders		
						l.	Properties		
	_				VIZIZA				
				M			Chest		
							Properties		
				1					
				,			Belts		
							Properties		
						*			
				Hands			Clothes / Boo	у	
				Properties			Properties		
				Ring			Arms / Wrists		
				Properties			Properties		
				Ring			Feet		
				Properties			Properties		
				×	MONEY	7	×	VALUABLE ITEMS	
				Copper		,     cp			Value
				Silver		sp			
				Gold	<u>ؤااؤ</u> ااااا				
						gp			
	Osmis III			Platinum		pp			
Light Load	Carried Items		lb	Total					
lb	Weapons, Ammo		lb 	50 coins we	eighs 1lb	coins			
Medium Load	Armour, Shield		lb	Debts					
Ib	Worn Items Scrolls, Potions,		lb		<u>                                     </u>				
Heavy Load	Wands, Components		lb	Valuables		1 !   )			
lb	Coins		lb	Other item	s				
	Total Weight		lb	Total					

	WIZAR	Caster		×	PREPAR	RED	SPELLS	1
	VV IZIFAIX		2					
		Level Bonus				•		
×	SPFI.I.	SCHOOLS				0		
	ALITY SCHOOL	56115625						
					Speciality Spell		000	Т
PROHI	BITED SCHOOLS							
								_
,						1		
	SI	PELLS						
Spell	0=-11-	_ Base , Specialist	Bonus					
Save DC	per day	Spells * Spell	Spells 7		Speciality Spell			
	0		<u> </u>					
	1		7777					
	2	<u> </u>	7777			2		
	3	·						
	4	<u> </u>						
	5				Speciality Spell			
	6	<u> </u>						
	7	·						_
	8	<u> </u>	770			3		_
	9							
	ave DC = 10 + INT + 9							_
ARCAN	E SPELL FAILUR	E THRESHOLD			Speciality Spell			
	%							
×	SC	ROLLS	<b>,</b> (					
						4		
					Speciality Spell			
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						5		_
×	PO	TIONS	ji (		Speciality Spell			
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						6		
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					Speciality Spell			
					Speciality Spell			
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*	W	ANDS	<b>#</b> (		0			
					Speciality Spell			
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		CHARGES ## ##			Speciality Spell			
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		# # @						

## **SPELL BOOK**

	Level		_	Level			Level	
		School			School			School
Cost			Cost			Cost		
		School			School			School
Cost			Cost			Cost		
		School			School			School
Cost			Cost			Cost		
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Cost			Cost			Cost		
		School			School			School
0			04			0		
Cost		O-LI	Cost		0-1	Cost		0-1-1
		School			School			School
Cost			Cost			Cost		

□ FA	MILIAR	□ AN	IMAL CO	<b>OMPANION</b>	□ SU	MMONE	D CREA	ATURE	×			ATTACKS		,	IN	IITIATIVE	
Creature	e Name				Age	Creature Level		Level Adjustment							INITIATIVE BON	IUS Mis	c
	Creature Type	2	Subtype		Weight				Range			Attack Bonus	Damage	Critical	INIT = D	EX +	
ego (	Creature Type	c	Subtype			lb Effective	) : :	die			sq					SPEED	
CHAO	Size	a h	Size	ifier	Height	Level	7								BASIC SPEED	Swim Speed	Fly Speed
**	×	41	Mod	ifier								Attack Bonus	Damage	Critical	ft sq	ft sq	ft s
XP				×	SK	ILLS	Daules D	raial Fasta	Range				Jumage		BAS	SE ATTAC	K
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	ABILIT	TEC		Balance		DEX	напкѕ н	acial, Feats		ft	sq (				BASE ATTACK	Temp Atta	ick Temp Dam
	Ability Item	Ability	/ Temp	Climb		STR										(+	+
	Score Bonus			Escape Artist		DEX			Range			Attack Bonus	Damage	Critical	1		
STR		STR		Hide		DEX				ft	sq						
CON		CON		Jump		STR									• 6	GRAPPLE	Cina
DEX		DEX	ζ	Listen		WIS			Range			Attack Bonus	Damage	Critical	GRAPPLE BONUS	2 140	Size odifier Misc
INT		INT		Move Silently		DEX				ft	su				Attack	+ STR + x	∠4 <b>+</b>
		-		Search		INT			×	10	94 C		I.	IEALTH			
WIS		WIS	_	Sense Motive		WIS			HIT	POINTS	Wound	ls			☐ Dying ☐ Stab	le Non-lethal	☐ Unconcio
СНА		CHA		Spot		WIS			)	hp					hp	)	h
	/ Modifier = (Total Ab		- 10) ÷ 2	Survival		WIS			*		SA	VES	7 1		ARMOUR (	CLASS	
i n	EQUIPN	IENT	#	└ Track □ Tr	ained	SURVIVAL			EODI	TITUDE S		se Save Misc	Temp	MOUD CL		latural Siz armour Mod	ze Misc lifier Modifi
				Swim		STR				T = CO		+		RMOUR CL	10 + DEX +	- Mod	mer Modin
										EX SAV					ED ARMOUR CLAS	<u> </u>	'-
										= DE		+			10 / +	_	+
											Д.Т 				IOUR CLASS		
				×	FB	ATS		-		SAVE	٥.				10 + DEX	/ -	+
									WIL	T = MI	S <b>+</b>	+					
`*	PORTR	RAIT	*												pell Resistance Damag	e Reduction	
											FFF	ECTS		AC		/	
											LIL	LCIO			SPECIAL AB	ILITIES	
			J														