SATHEIN	DER
Plane	
Player	
Campaign	C

ABILITIES

Item

Bonus

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down) FEATS & SPECIAL ABILITIES

Ability Modifier

Temp Score

XP

STR DEX CON INT WIS **CHA**

LANGUAGES

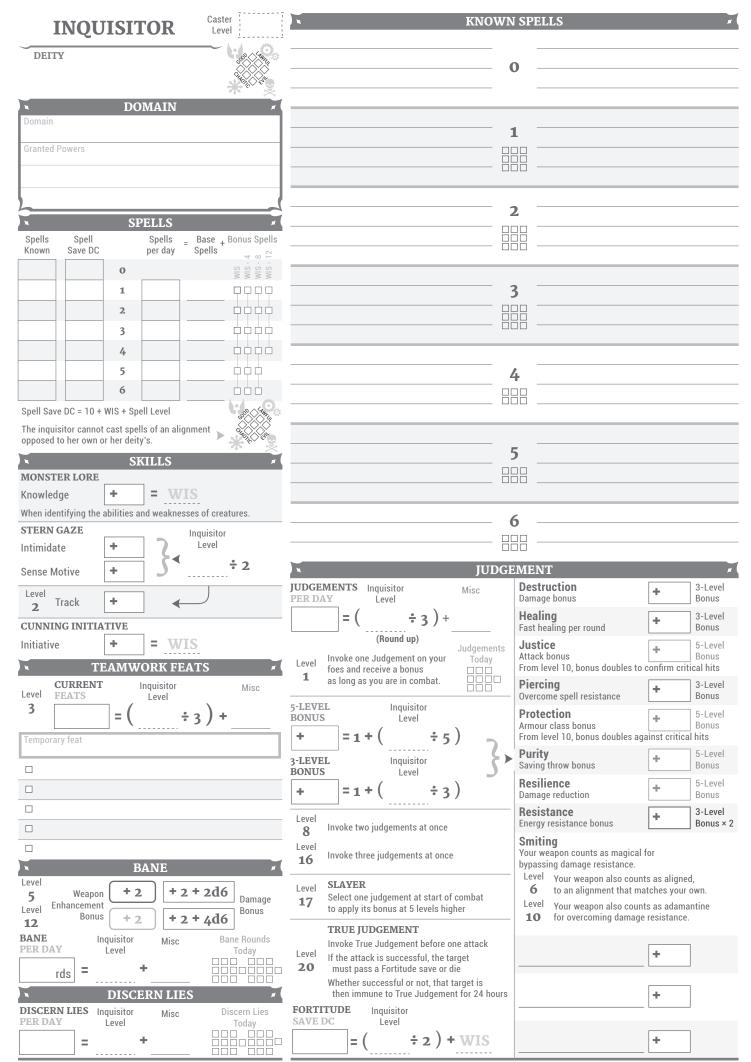
Ability

Score

	Ĭ.		CHAF	RACTEF	₹ .				,
	Name							ഇ	Gender
	Race				Size	!		n n	Size Modifier
	CLASSES				Skill Ra	anks Hit	Die	Level	Level
	, □ 1					d			Adjustment
						d]
						d			
Temp						d			Effective Character
Modifier	_ 4								Level
STR	Favoured class]			+ IN	<u>d</u> + c	ON] [
DEX	+1 per level		hp	rks	per le		level		
	· C		SN	ILLS	Class		Racial		Armour
CON		Der Seit	Skill		Skills	Ranks	Feats	Misc	Check
INT	Acrobatics	Untrained	Bonus	DEX	+3				Penalty
WIS	Appraise			INT				_	
	Bluff			CHA				_	
CHA	Climb	-		STR				_	
wn)	Concentration	_		WIS	+	Inguisiţor		_	. [
" (Diplomacy	_		CHA		L'evel		_	
	Diplomacy Disable Device							_	
		_		DEX CHA					
	Disguise	_		DEX					
	Escape Artist			DEX				-	
	Fly Handle Animal								[]
		_		CHA WIS					
	Heal	_							. a if larger/
	Intimidate			CHA					±4 if larger/ smaller
	Linguistics	_		INT				_	
	Perception			WIS				_	
	Ride			DEX				_	- []
	Sense Motive			WIS				_	
	Sleight of Hand			DEX					- []
	Spellcraft	_		INT					: ;
	Stealth			DEX				_	- []
	Survival			WIS				_	
	Swim			STR				_	- []
	Use Magic Device			CHA					
	Knowledge (arcana)			INT				_	
	Knowledge (dungeoneering)			INT					
	Knowledge (engineering)			INT				_	
	Knowledge (geography)			INT					
	Knowledge (history)			INT					
	Knowledge (local)			INT					
	Knowledge (nature)			INT					
	Knowledge (nobility)			INT				_	
	Knowledge (planes)			INT				_	
	Knowledge (psionics)			INT					
	Knowledge (religion)	_		INI					
									TI
									Knowledge - INT Profession - WIS
									iowled; ofessio
									CHA
									Craft - INT Perform - CHA
									Craf Perfu

INITIATIVE	X					ATTACKS	
INITIATIVE BONUS Feats Training Misc							
INIT = DEX + + +							
	Range		1	Туре		Attack Bonus Damage Critical	
SPEED Speed with Armour Temp Speed	Ammo	ft	sq			d ×	
	AIIIIIIO						
ft sq ft sq ft sq							
Swim Speed Fly Speed Climb Speed							
ft sq ft sq ft sq	Range		1	Туре		Attack Bonus Damage Critical	\neg
BASE ATTACK		ft	sq			d ×	
BASE MELEE RANGED ATTACK BONUS ATTACK ATTACK							
	Range			Туре		Attack Bonus Damage Critical	
	naliye	ft		туре		d ×	
Temp Attack Morale Power Bonus Buffs Nerfs Attack		IL .	sq				
+							
Temp Damage Morale Power	Range		7	Туре		Attack Bonus Damage Critical	
Bonus Buffs Nerfs Attack		ft	sq			d×	\perp
+ = + + + +							
Conditional Modifiers	Range			Туре		Attack Bonus Damage Critical	
	nange	ft		туре		d ×	
	Ammo	IL	sq				
COMBAT MANOEUVRES COMBAT MANOEUVRE Base Size	AIIIIII			#			
BONUS Attack Bonus Modifier Misc	Ammo					Special Ammo	
(CMB) = STR + BAB - + +				#			
COMBAT MANOEUVRE Dodge Deflet	ction	Base		Size		SAVES	
DEFENCE Modifier Mod		Attack Bonus	. I	Modifier	Misc	FORTITUDE SAVE Base Racial Misc Tem	р
CMD = 10 + STR + DEX + +	+	BAB	-	<u> </u>		FORT = CON+ + + +	
FLAT-FOOTED Deflet CMD Mod		Base		Size	Minn	REFLEX SAVE	_
	ifier A	ttack Bonus	: I	Modifier	Misc	REF = DEX + + + +	╛
CMD = 10 + STR / / +		BAB	_			WILL SAVE	_
Temp CMB Temp CMD Conditional Modifiers						WILL = WIS + + + +	┙
+CMB +CMD						☐ Evasion ☐ Improved ☐ Endurance ☐ Trap Evasion Sense	
						Conditional Modifiers	_
HEALTH							
HIT POINTS Wounds	☐ St	able No	on-let	:hal 🏻 Ur	nconscious		
hp		hp			hp		
ARMOUR CLAS	S					EFFECTS	
Dodge Deflection				Natural	Size	LILEIS	
ARWOOK CLASS	nour AC	Shield AC	A	Armour	Modifier		
AC = 10 + DEX + + +	+	•	+_	+	Ťľ.		
FLAT-FOOTED ARMOUR CLASS					-30		
AC = 10 / / + +	+	•	+_	+	TI.	0000	12
TOUCH ARMOUR CLASS		_		, .			
AC = 10 + DEX + +	/	/		/ +	<u> </u>		
Temp AC Spell Resistance Conditional Modifiers							
+ AC							
Damage Reduction							
Notes							
Notes							

``	INVENTORY	×	ARMOUR	*	``	EQUIPMENT	, (
	Value Weight				Head / Hat / Mas	šk	
		Properties			Properties		
		Туре	e Max Speed	Max AC DEX			
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		Check Penalty	Weight Spell Failure Ib %	Armour AC AC	Properties		
		×	SHIELD	AC			
		Properties			Eyes		
		Check Penalty	Weight Spell Failure	Shield AC	Properties		
			lb %	AC			
					Neck / Throat		
					Properties		
					Shoulders		
				7.1	Properties		
					Chest		
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					Belts		
	# 000000000				Properties		
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	# 00000000	Hands			Clothes / Body		
		Properties			Properties		
Light Load	Carried Items Ib						
lb	Weapons, Ammo Ib	D.					
Medium Load	Armour, Shield lb_	Ring			Arms / Wrists		
lb Heavy Load	Worn Items Ib Scrolls, Potions,	Properties			Properties		
lb	Wands, Components Ib						
X	Total Weight lb MONEY	Ring			Feet		
Copper		Properties			Properties		
Silver	cp						
	sp	×	SCROLLS	*	×	POTIONS	*
Gold	gp						#
Platinum	pp						# 0000
Total							# 0000
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SPELL BOOK

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CHARACTER

	CHARAC'	TER	ORIGINS							
	BACKGRO	UND	Parents			SS MILL				
Name			FRIENDLY			Q. A.				
Origin			HOSTILE			* ×				
			Country	/ Region	/ Town	ال الماء الماء				
			FRIENDLY							
			HOSTILE			*****				
) x	PORTRAI	T .	X	AFF	ILIATIONS	*				
			Religion							
			FRIENDLY HOSTILE			QHOILLEN				
			Employer			\$\!\\				
			FRIENDLY HOSTILE							
			Current Country	/ Region	/ Town	S C tu				
			FRIENDLY							
			Affiliation			110,40				
4.			FRIENDLY HOSTILE							
			Affiliation			₩ ×				
_			FRIENDLY HOSTILE							
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	APPEARAN	NCE .	HOSTILE	FRIEN	DS AND FOES	****				
Race		Qalamer Person				SE 1440.				
Age	Height	Weight	FRIENDLY							
Eyes	Hair					S. C. Maria				
Defining Fea	atures		FRIENDLY							
Preferred Cl	othing		FRIENDLY							
			HOSTILE			S // 4.				
) x	PERSONAL	ITY	FRIENDLY							
Motivations			HOSTILE			المراجعة الم				
Fears			FRIENDLY HOSTILE							
Tearo			HOSTILE			本。美 M				
Likes			FRIENDLY							
			FRIENDLY HOSTILE			******				
Dislikes			FRIENDLY							
			FRIENDLY			***************************************				
Quirks			FRIENDLY							
			FRIENDLY			401.C).FAI.				

1	PARTY INVENTO	RY		PARTY FUNDS			TOTAL FUNDS			
		Value	Weight	1.2	TARTITONDS		Cash			
				×	CASH	*	Valuabl	es +		
				Copper			Debit	→ +		
				Silver			Credit	← - 		
				Gold				1,		
				Platinum	<u> </u>	<u>,</u> gp	Assets	+		
						pp	Sundry	+		
				Total	, , ,	<u>; </u>	Total			
				≥	DEBTS	X.	*	REGULAR PAYMENTS		
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				Item			Carried by			
				×	CONTAINE		×	CONTAINER		
				Cash			Cash			
						Value Weight		Value Weight		
	Total Waight		II.		Total Weight	lh /		Total Weight Ih		