CHARACTER			PLAYER			
RACE		LVL ADJUSTMENT	DEITY	SIZE	[
HEIGHT	WEIGHT	AGE	GENDER	ALIGNMENT		
SKIN		HAIR		EYES		
ABILITY SCORE	ABILITY BASE LEV MODIFIER SCORE ADJSI	EL MAGIC MNT ITEMS		CLASS L'	VL .	
STR STRENGTH	MODIFIER SCORE ADJS	HP	CURRENT H		$\neg \mathbf{I}$	
		HITPOINT		В	= 	
DEX DEXTERITY		SR SPELL RESI			- 	
CON		DR DAMAGE RES	ST		<u>_</u>	
INT INTELLIGENCE		INIT		D		
WIS WISDOM			CURRENT	SUBDUAL LEVEL ADJUSTMENT + CLASS LEVELS		ORTRAIT OR SYMBOL S.COM - VERSION: 1.7
CHA CHARISMA			1	SKILL TRICKS	SKILLS TOTAL POINTS	MAX /
CHARISMA			-	CLASS A B C D SKILL MAX (LVL + 3); CROS	S CLASS (LVL + 3) / 2 CHECK PENALTY TOTAL	
A.C.	TOTAL ARM	IOR SHIELD DEX SIZE	NATURAL DEFLECTION	OOO APPRAISE ■ OEX OOO AUTOHYPNOSIS		INT
AC ARMOR CLASS	=10+	DEX	MAX BON			DEX
FLAT-FOOT ARMOR CLASS	=10+		CHE			CHA STR
TOUCH	=10+	DEX	ARCA	NE CONCENTRATION		CON
AKMOR CLASS			CHECK ARCANE MA	OOOO CRAFT ■()	INT
	ARMOR/SHIELD	TYPE AC BONUS				INT CHA
				OOO DISABLE DEVICE		INT
				OOOO DISGUISE OOOO ESCAPE ARTIST	_	CHA DEX
SAVING THROWS	CLASS TOTAL A B	BASE C D ABILITY ITEMS	MAGIC	OOO FORGERY		INT
FORTITUDE		CON	BAS		ATION ■	CHA CHA
REFLEX		DEX	FL)			WIS
WILL			SPEED	OOO INTIMIDATE		DEX CHA
WISDOM		WIS	SPEED			STR
ATTACK BONUSES	TOTAL 2ND MULTIPLE	ATTACKS CLASS BASE C	D ABILITY SIZE	OOO KNOWLEDGE (INT
MELEE STRENGTH			STR	OOOO KNOWLEDGE (INT
RANGED			DEX	OOO KNOWLEDGE		INT
GRAPPLE			STR	OOO MOVE SILENTLY I	■	WIS DEX
STRENGTH				OOOO OPEN LOCK		DEX
TYPE	NAME & DESCRIPTION	CLASS & RACIAL A	BILITIES NAME & DESCRIPTION	OOO PERFORM (CHA WIS
				OOO PSICRAFT		INT
				OOO RIDE ■ OOO SEARCH ■		DEX
				OOO SENSE MOTIVE		WIS
				OOOO SLEIGHT OF HAN		DEX
				OOO SPELLCRAFT		INT
				OOO SPOT ■ OOO SURVIVAL ■		WIS
				OOO SWIM		STR
				OOOO HISE MACHE DEVICE		DEX CHA
				OOO USE MAGIC DEVICE OOO		CHA
				OOO USE ROPE ■		DEX
				0000		
				0000		
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				0000		
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				■ DENOTES A SKILL THAT CAN BE US CHECK THIS MARK TO DENOTE A		.
1-7 denotes a feat		TES A FEAT; R DENOTES A RACIAL ABILITY; C		ICK ^{CS82} DOCUMENT CREATED BY BILLY BARNES (W	WW.NECEROS.COM) - TRADEMARKS AN	
	USE THESE IN COMBIN	ATTACK	ITIES ARE GRANTED. ENHANCE TOT		ERS. SEE PAGE THREE FOR MORE INFOR	RMATION. RANGE TYPE SIZE
						
AMMUNI	TION	AMMUNITION		AMMUNITION	AMMUNITION	

							EG	UIP	VI	-136									
BAG	QTY		ITEM				NOTES		BAG	QTY				ITEM				NOTES	WEIGHT
													TOTAL	WEIGHT					
BAG		BAG & CONT.	AINER TYPE /	AGS &	CON	FAINER		VOLUME			WEIGHT	NOTES				WEAL	TH		
													PP			7-11			
													GP						
		ATTACH SYMBOLS TO YOUR BA		AND CONTA	INERS TO E	ASILY IDENTIFY)RN		EME			SP						
LO		CAPACITY	MAX DEX	ENC PEN	RUN	LOCATION	w	2111		ORN ITE			СР						
LIG			H3	NORMAL -3	NORMAL	HEAD							міѕс						
MED			+1	-6	x4 x3	FACE									3	KPERI	ENCE		
	\rightarrow	CHARGED ITEMS 8		ITIES		THROAT										CURRENT EXP	ERIENCE		
BAG		ABILITY NAME & DESCRIPTION	.74()[SAVE DC	CHARGES	SHOULDE	RS								EVDEDIENCE	NEEDED TO 1	EVEL (LEVEL X 100	0)	
						BODY									EXPERIENCE	NEEDED TO L	EVEL (LEVEL X 100	0)	
						TORSO													
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						HANDS													
						WAIST													
						FEET													
						RING							NAME:	OMPA	NON,	FAMI	LIAR, PS	CRYSTA	4\
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						RING							. CLASS:				LEVEL	/ HD:	
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													WISDO			BAB TACK BONUS		REF	
													CH		_	GRP		WILL	
													CHARIS	ма	ATTACKS	GRAPPLE		WILLPOWER	
													1st	2nd	3	RD	4тн	DMG / CRIT	
															SPECIAL Q	QUALITIES & A	TACKS		PAGE REF

	SPELLS, PSIONIC	CS, & ABILITIES	ABILITY DCs					
	QTY / GTS PELL NAME PAGE REF	QTY / QTY / SPELL NAME PAGE REF	SPELLS LEVEL TOTAL SPELLS ABILITY BONUS TOTAL SAVE DC SPELLS PER DAY BONUS SPELLS KNOWN					
0		Ď						
CAST: NA	O	O	1st					
STOC	<u>O</u>	O	2nd					
N O	<u>O</u>	0	3rd					
	0	0	4th					
ıst	· O	SPELLS CAST TODAY						
CAST: 1	:	0	5th					
NTS TO CA) —————————————————————————————————————	<u> </u>	6th					
POINTS	O	<u> </u>	7th					
		<u> </u>	8th					
2nc		SPELLS CAST TODAY	9th					
)	SHORT: MEDIUM: LONG: STFT + 100FT + 400FT + 5FT / 2 LVL 400FT LVL 400FT LVL 100FT LVL					
TO CAST:) —————————————————————————————————————	3	10FT LVL					
OT STATE	0	3	POINTS POWER & SPELL POINTS					
ă		3	TURN UNDEAD					
		SPELLS CAST TODAY	TIMES TIMES TIMES TIMES PER DAY					
3rd		<u>o</u>	TOTAL ABILITY MISC					
CAST) —————————————————————————————————————	<u> </u>	CHECK CHECK SAVE DC - d20					
OT STA	<u>O</u>	<u>)</u>	DAMAGE - 2d6					
Q	2 <u>O</u>	<u>)</u>	DAMAGE					
		SPELLS CAST TODAY	DOMAIN & SCHOOL					
4th	I O)	DOMAIN / SCHOOL:					
CAST: 7	O	O	POWER					
POINTS TO		0	DOMAIN / SCHOOL:					
NO.	<u>O</u>	<u> </u>	POWER					
	<u>O</u>	0	DOMAIN / SCHOOL:					
5th	10	SPELLS CAST TODAY	POWER					
CAST: 9		0	DOMAIN / SCHOOL:					
) —————————————————————————————————————	0	POWER					
POINTS TO	0	<u>o</u>	BANNED SCHOOLS:					
	0	O						
6th		SPELLS CAST TODAY	NOTES					
=	0	0						
TO CAS		0						
LSTNIC		3						
ă		0						
-41		SPELLS CAST TODAY						
7th Elizabot String	9	<u> </u>						
CAST:	5	<u> </u>						
ST STN I	9	<u>o</u>						
Od.		3						
0		SPELLS CAST TODAY						
8th	<u>O</u>	<u>o</u>						
CAST		<u>o</u>						
OT STN		<u>)</u>						
Od		<u> </u>						
		SPELLS CAST TODAY						
9th	0)						
AST: 17	<u>O</u>	o						
9th 71:382 of Siriod	<u>o</u>	0						
N Od	<u>O</u>	<u>o</u>						
	<u>O</u>	O						