

Character Name		ALIGNMENT	PLAYER			
Character History	Traits				_	
Character Level			DEITY		Homela	AND
DACE		CENDER ACE	HEIGHT W	EIGHT	Натр	Evec

- American	RACE	Size	Gender	Age	Неіднт	WEIGHT	Hair	Eyes
CHARACTER SHEET								
ABILITY ABILITY TEMP TEMP								
ABILITY NAME SCORE MODIFIER ADJUSTMENT MODIFIER	Total DR	SPEE	D					TEMP MODIFIERS
STR STRENGTH WOUNDS/CURB	PAIT IID	LAND	1	FT. BASE SPEED	SQ.	FT. WITH AR	SQ. MOR	'
DEX DEXTERITY	ENI HE	7						
		FLY	FT. MANEUVERABIL	ITY SW	FT.	CLIMB	BURROW] [
CON					SKI	211		
NONLETHAL DA	MAGE						ABILITY	MISC.
INTELLIGENCE		SKILL N	JAMES			NUS	Mod.	RANKS MOD.
WIS		」]□Acroe	ATICC			=Dex	+	+
CHA CHARISMA		☐ APPRA			_	=Int	 +	
CHARISMA	TOTAL DEX MISC	APPRA Athlet □				=Str	+	
$AC_{ARMOR CLASS}$ = 10 + + + +	+ + + +	Bluff	103			— =Cha	 +	
TOTAL ARMOR SHIELD DEX SIZ	E NATURAL DEFLECTION MISC		-			=Int	+	+
TOUCH FLAT-FOOTED Crit Gua	rd = +					=I _{NT}	+	+
ARMOR CLASS ARMOR CLASS	TOTAL AC 1/2 CMD					=Int	+	+
SAVING THROWS TOTAL BASE ABILITY MAGIC	MISC TEMPORARY MODIFIEDS	□ Diplo			_	=Сна	+	+
	MISC TEMPORARY MODIFIERS	-	LE DEVICE	*		=Dex	+	+
FORTITUDE + + +	+	□Disgu				=Сна	+	+
REFLEX = + + +		□ ESCAPI	E ARTIST			=Dex	+	+
(DEXTERITY)		□ F _{LY}				=Dex	+	+
(WISDOM) + + +	+	□Handi	le Animai	*		=Сна	+	+
	SPELL	□HEAL				=W1S	+	+
BASE ATTACK BONUS	RESISTANCE	□Intimi	DATE			=Сна	+	+
CMB = +	+ MODIFIERS	☐ Know	LEDGE (AR	CANA)*	·	=Int	+	+
TOTAL BASE ATTACK STRENGTH BONUS	SIZE	□ KNOWI	LEDGE (DUN	NGEONEE	ring)*	=Int	+	+
		□ K _{NOW}	LEDGE (EN	GINEER	ang)*		+	+
CMD = +	+ + + 10		LEDGE (GE			=Int	+	+
TOTAL BASE ATTACK STRENGTH	DEXTERITY SIZE		LEDGE (HI		<u> </u>	=Int	+	+
WEAPON	ACK DAMAGE CRITICAL		LEDGE (LO	,	_	=Int	+	+
			LEDGE (NA	,		=Int	+	+
TYPE RANGE AMMO MASTERWORK / EB SPECI.	AL FOCUS		LEDGE (NC)*	=Int		<u>+</u>
TIPE RANGE AMINO MASTERWORK/ EB STEEL	Tocas	1	LEDGE (PL	-	_	=Int		<u>+</u>
			LEDGE (RE	LIGION)*	=INT	+	
WEAPON	ACK DAMAGE CRITICAL	LINGU			_	=Int		<u>†</u>
		Perce			-	=Wis		—_ <u>†</u> —
TYPE RANGE AMMO MASTERWORK / EB SPECI	AL FOCUS		RM			=Сна		<u>†</u>
THE KINDERMANO MINISTERMORE/EB	10003	□PERFO				=Cha 	+	+
			SSION*					+ +
WEAPON	ACK DAMAGE CRITICAL	□ PROFE	9910N*					+
		Sense	MOTIVE					⁺
TYPE RANGE AMMO MASTERWORK / EB SPECI	AL FOCUS		iviotive it of Han	D*				'
TITE - KARAGETHANG MISTERWORK/EB STEEL	10003	SPELLO		-		=*		
		STEALT				=Dex		+
NATURAL ATTACK ATT	TACK DAMAGE CRITICAL				_			+
	Briming Carpical	-	AGIC DEVI	ICE*		=*		— · —
THE DANCE DRIVERY	SPECIAL		KILL *TRAIN					
TYPE RANGE PRIMARY?	STEGINE							
		Condit	TIONAL M	ODIFIE	RS:			
UNARMED	TACK DAMAGE CRITICAL							
A11	DAMAGE CRITICAL							
	FOCUS	Langua	GES.					
TYPE TRAINED? LETHAL? SPECIAL	FOCUS	LANGUA	GES.					

AC ITEMS	BONUS	DR/	DEX AC PENALTY	INTERFERENCE	SLOWING	SPECIAL	RACIAL TRAITS
							RACIAL IRAIIS
TOTALS							
							·
GEAR ITEM	#			FEATS			
HEM	#						
							TRAIT BONUSES
							TRAIT BORUSES
		_	SPECI	AL ABILI	TIES		
			SILOI				HISTORY BONUSES
	\perp						BOONS
							Вооно
MONEY							CIVIDAR
MONEY							CURSES
GP							
EP							
TP							
AP							

PORTRAIT	\prec	WORN ITEM	
	Head Face Neck Shoulder Torso Arms Ring 1 Ring 2 Waist Legs Feet	TEM	DESCRIPTION
	COMMON ACT	IONS	
ACTION	DESCRIPTION		NOTES AND SPECIAL

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	S	PELLS		—			SPELLS PR	EPARED
SPELLS KNOWN	SPELL SAVE DC	LEVEL		onus ELLS	0 00000			3rd
		0 1sт	\exists -	_				
		2nd						4TH 0000000
		3rd 4th			1sr			
		5тн						5TH 0000000
		6тн 7тн			2nd			6тн
		8тн						
	Conc	9TH Centrati	ion	= =	+ + +			7тн 00000000
4		l Pierci		= = =	Cha Caster LVL MIS			8тн
		02277		TOTAL	Cha Caster LVL MIS	С		9тн
-		SPELL	S KNOV	WN				
						_		