CLASS AND LEVEL SIZE AGE GENDER HEIGHT ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY SCORE MODIFIER SCORE MODIFIER	RACE WEIGHT EY	ALIGNMENT	DEITY	(1)R [∆]	GON] <u>e</u> ®			
	WEIGHT EY			DRAGONS					
	WEIGHT	res Hair	CH.	ARACTER	RECOR	D SHEET			
		TES HAIR	SKIN	NONLETHAL		CDEED			
	HP	WOUNDS/CURRENT HP		DAMAGE		SPEED			
DEX DEX		= 10+		<u> </u>	7 .	DAMAGE REDUCTION			
DEXTERITY	RMOR CLASS TOTAL	ARMOR S	SHIELD DEX SIZE BONUS MODIFIER MODIFIER	NATURAL DEFLECT ARMOR MODIF	TION MISC IER MODIFII				
CON CONSTITUTION INT	TOUCH	FLAT-FOOTED	_	SKILI					
INTELLIGENCE	TOUCH RMOR CLASS	ARMOR CLASS	SS SKILL?	SKIL		MAX RANKS S/CROSS-CLASS) / BILITY RANKS MISC			
	INITIATIVE MODIFIER	= +	SKILL NAME	ABILITY	MODIFIER M	ODIFIER RANKS MODIFIE			
CHA CHARISMA		TOTAL DEX MIS	IFIER	INT	=_	++			
	MAGIC MISC. TEM MODIFIER MODIFIER MO	PORARY DDIFIER CONDITIONAL MODIF	☐ BALANCE ■ ☐ BLUFF ■	DEX*		++			
FORTITUDE = + +	+ + +		☐ CLIMB ■	STR*	=_	++			
REFLEX (DEXTERITY) + +	+ +		☐ CONCENTRATION ■) INT	=-	++			
WILL = + +	+ + +	_	□ Craft ■ () INT	=_	++			
(WISDOM)			☐ CRAFT ■ (☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	 INT	=-	++			
BASE ATTACK BONUS	SPE RESIST		☐ DIPLOMACY ■	СНА	=_	++			
			☐ DISABLE DEVICE	INT	=_	++			
GRAPPLE =	+ _ + _	+	□ Disguise ■□ Escape Artist ■	CHA DEX*	=_	++			
TOTAL BASE ATTA BONUS	CK STRENGTH S MODIFIER MOI	IZE MISC DIFIER MODIFIER	☐ FORGERY ■	INT	=_	++			
ATTACK ATTACK B	ONUS DAN	MAGE CRITICAL	☐ GATHER INFORMAT ☐ HANDLE ANIMAL	TION ■ CHA	=-	++			
AT IACK D	SINOS BAIL	INGE CHITICAL	☐ HEAL ■	WIS	=_	++			
RANGE TYPE	NOTES		☐ HIDE ■☐ INTIMIDATE ■☐	DEX*	=-	++			
			☐ JUMP ■	STR*	=_	++			
AMMUNITION			☐ Knowledge (☐ Knowledge () INT) INT	=-	++			
ATTACK ATTACK B	ONUS DAN	MAGE CRITICAL	□ KNOWLEDGE () INT	=_	++			
7.1.1.2.1.2	<u> </u>		☐ Knowledge () INT) INT	=	+ +			
RANGE TYPE	NOTES		☐ LISTEN ■	wis	=_	++			
			☐ MOVE SILENTLY ■ ☐ OPEN LOCK	DEX*	=-	++			
AMMUNITION			☐ PERFORM () CHA	=_	++			
ATTACK ATTACK B	ONUS DAN	MAGE CRITICAL	☐ PERFORM (=_	++			
7.576			☐ PROFESSION (++			
RANGE TYPE	NOTES		☐ Profession (,	=_	++			
			☐ RIDE ■ ☐ SEARCH ■	DEX	=-	++			
AMMUNITION			☐ Sense Motive ■	WIS	=_	++			
ATTACK ATTACK B	ONUS DAN	MAGE CRITICAL	☐ SLEIGHT OF HAND ☐ SPELLCRAFT	DEX*	=_	++			
			□ Spot ■	WIS	=_	++			
RANGE TYPE	NOTES		☐ SURVIVAL ■ ☐ SWIM ■	WIS STR*	=_	++			
			☐ TUMBLE	DEX*	=_	++			
AMMUNITION	0000 00000 0000		Use Magic Device □ Use Rope ■	CHA DEX	=-	+ +			
ATTACK ATTACK B	ONUS DAN	MAGE CRITICAL			=_	++			
					=_	++			
RANGE TYPE	NOTES				=_	T			
			■ Denotes a skill that can be u Mark this box with an X if t * Armor check penalty, if any,	the skill is a class skill fo					

				FEATS	SPELLS						
CAMPAIGN						PG.		DOMAIN	S/SPECIALTY	SCHOOL:	
EXPERIENCE POINTS							0:				
	G	EAR									
ARMOR/PROTECTIVE ITE	EM T	/PE	AC BONUS	MAX	DEY		1sт:				
	'		AC BONOS	IVIAA							
CHECK PENALTY SPELL FAILUR	E SPEED	WEIGHT	SPECIAL PROF	PERTIE	S						
SHIELD/PROTECTIVE ITER	M) N			-		2ND:				
	M AC BO	ONUS WI	EIGHT CHECK I	PENAL	-I Y						
SPELL FAILURE	S	PECIAL PROP	ERTIES								
							3 RD:				
PROTECTIVE ITEM						SPECIAL ABILITIES					
PROTECTIVE ITEM	AC BON	JS WEIGHT	SPECIAL PROP	ERTIE	S	PG.					
							4тн:				
PROTECTIVE ITEM	AC BON	JS WEIGHT	SPECIAL PROP	ERTIE	S						
ОТ	HER PC	SSESSI	ONS				5тн:				
ITEM	PG. WT.		ITEM	PG.	WT.						
							6тн:				
							7тн:				
							8тн:				
							9тн:				
								SPEL	L SAVE		\neg
										DC M	OD
							ARC	ANE SPE	ELL FAILU	JRE	%
							CONDITION	NAL MODIFIERS		<u> </u>	
							SPELLS	SPELL		SPELLS	BONUS
								SAVE DC	LEVEL	PER DAY	SPELLS
									0		0
		TOTA	L WEIGHT CARRIED	<u> </u>					1ST		
									2ND		
LIGHT MEDIUM	HEAVY	LIFT OVER	LIFT OFF PUSI	H OR		LANGUAGES			3RD		
LOAD LOAD	LOAD	HEAD EQUALS MAX LOAD		AG × LOAD		Initial languages = Common + racial languages + one per point of Int bonus			4TH		
	MC	NEY	IVIAA LUAD MAX	LOAD					5TH		
									6TH		
CP — SP —									7TH		
GP—											
PP —									8TH		
									9TH		