

NAME		PLAYER
LEVEL		DEITY
CIZE	DACE	CHITUPE

ATTRIBU	JTES		ABIL	JTY M	OD.		ITEM	MO	D	TEMP.	MOD.
STRENGT	Ή										
DEXTERI	TY	_									
CONSTITU	UTION	-									
INTELLIG	ENCE	-									
WILLPOW	/ER	-									
CHARISM	ÍΑ	-							_		
		-									
HITPOIN	TS & V	WOUND	S								
ATTACKS	S	BASE		ABILITY		SIZE		MISC.		ТЕМР.	TOTAL
MELEE			+	(STR)	+		+		+	=	
RANGED			- +	(DEX)	- · - +		- · +		-		
СМВ			- +	(STR)	+		- +		-		
			_				_				
DEFENSI	E	DEX		ARMOR		SIZE		DODGE		MISC.	TOTAL
AC	10 +	(DEX)	+		+		+		+_	=	
гоисн	10 +	(DEX)	+	0	+		+		_ + _	=	
FLAT	10 +	0	+		+		+	0	_ + _	=	
CMD	10 +	(STR+DEX	() +	(BAB)	+		+		+	=	
WEAPON	NS .					BA	SE		DMG	CRIT.	TYPE
						/	/	_/			
						/	/	_/			
						/	/	_/			
ARMOR								ARMOR CLASS	MAX DEX.		
TOTAL											
SPEED										FT.	SQ.
BASE											
REDUCED)										
CLIMB SWIM											

SAVE	TOTAL		BASE		ABILITY		MISC		ТЕМР.
FORTITUDE		=		+	(CON)	+		+	
REFLEX		=		+	(DEX)	+		+	
WILL		=		+	(WIS)	+		+	
SPELL RESISTANCE									
NOTES									

SKILL NAME	TOTAL		BASE	ABILTY	MISC
ACROBATICS [=	(DEX)	+	+
APPRAISE		=	(INT)	+	+
BLUFF		=	(CHA)	+	+
CLIMB		=	(STR)	+	+
CRAFT ()		=	(INT)	+	+
DIPLOMACY	<u> </u>	=	(CHA)	+	+
DISABLE DEVICE	<u> </u>	=	(DEX)	+	+
DISGUISE	<u> </u>	=	(CHA)	+	+
ESCAPE ARTIST		=	(DEX)	+	+
FLY	<u> </u>	=	(DEX)	+	+
HANDLE ANIMAL	<u> </u>	=	(CHA)	+	+
HEAL [<u> </u>	=	(WIS)	+	+
INTIMIDATE	<u> </u>	=	(CHA)	+	+
KNOWLEDGE (ARCANA)	<u> </u>	=	(INT)	+	+
KNOWLEDGE (BLOODLINES)	<u> </u>	=	(INT)	+	+
KNOWLEDGE (CULTURE)	<u> </u>	=	(INT)	+	+
KNOWLEDGE (ENGINEERING)		=	(INT)	+	+
KNOWLEDGE (GEOGRAPHY)	<u> </u>	=	(INT)	+	+
KNOWLEDGE (HISTORY)	<u> </u>	=	(INT)	+	+
KNOWLEDGE (NATURE)	<u> </u>	=	(INT)	+	+
KNOWLEDGE (PLANES)	<u> </u>	=	(INT)	+	+
KNOWLEDGE (RELIGION)	<u> </u>	=	(INT)	+	+
LINGUISTICS		=	(INT)	+	+
PERCEPTION	<u> </u>	=	(WIS)	+	+
PERFORM ()		=	(CHA)	+	+
PROFESSION ()		=	(WIS)	+	+
RIDE		=	(DEX)	+	+
SENSE MOTIVE		=	(WIS)	+	+
SLEIGHT OF HAND		_	(DEX)	+	+
SPELLCRAFT [=	(INT)	+	+
STEALTH	<u> </u>	=	(DEX)	+	+
SURVIVAL		=	(WIS)	+	+
SWIM		=	(STR)	+	+
USE MAGIC DEVICE		=	(CHA)	+	+

LANGUAGES & NOTES

EQUIPMENT		WEIG	HT ABILITIES
HEAD			
HEADBAND			
EYES NECK			_
SHOULDERS -			_
BODY			
CHEST			
WRIST			
HANDS RING			
RING –			_
BELT			_
FEET			
ARMOR -			
IN HAND			- -
SHIELD			
READIED			
_			FEATS
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-			TRAITS
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-			_
WEALTH			
	CD CD	CD.	
PP	GP SP	CP	_
			-
OTHER			SPECIAL ITEMS & NOTES
			SPECIAL HEMS & NOTES
GARRYING GARA	CVTV		
CARRYING CAPA	ACITY		_
LIGHT	MEDIUM	HEAVY	_
PUSH / DRAG			_
OFF GROUND			_
OVER HEAD			