AME PLAYER	RACE CLASS
PICTURE WORTH A THOUSAND WORDS, BUT NOT A SINGLE +1	THE BASICS AWW. IS THERE NOT ENOUGH ROOM ON THE EYE COLOR LINE FOR RED/GRAY HETEROCHROMA IRIDUM.
	EYES HAIR HEIGHT WEIGHT
	SKIN HANDEDNESS AGE GENDER
	APPEARANCE WHAT YOU LOOK LIKE
	PERSONALITY MAYBE YOU'RE JUST A RACIST, CURSED ELVES!
	QUOTE WORDS TO LIVE BY
	LIFE OBJECTIVE YOUR DRIVING FORCE
OTHER NOTABLE INFORMATION	
I KNOW THERE ISN'T A SPOT FOR CHILDHOOD BEAR WRASLIN' KILLS. YOU CAN'T HAVE A BONUS EITHER.	
	·
	RECENT HISTORY WHAT YOU'VE BEEN UP, TO
	WHAT YOU'VE BEEN UP TO
	ALLIES & ENEMIES WHO'S SEEN YOUR FACE AND GIVEN IT A SECOND THOUGHT?
	HOME, ANCESTORY, FAMILY & RELIGION
	AND POLITICS, TOO.
	

NAME P	PLAYER		NEVER LE	SKILLS EAVE HOME WITHOUT	THEM		
ALIGNMENT	EXPERIENCE	SKILL NAME	TOTAL	RANK	ABILITY MOD.	MISC. MOD.	NOTES
CLASS	EVEL LEVEL UP AT XP	APPRAISE					
MULTI-CLASS	EVEL LEVEL UP AT XP	BALANCE					
		BLUFF					
dragonGrog.	com V1.U.U haracter sheet	CONCENTRATION					
ABILITY ABILITY ABILITY	HIT POINTS	CRAFT:					
NAME SCORE MODIFIER STR	MORE PRECIOUS THAN GOLD	DECIPHER SCRIPT					
STRENGTH		DIPLOMACY					
DEX DEXTERITY	BASE HP	DISABLE DEVICE					
CON CONSTITUTION	WOUNDS	DISGUISE					
WIS	CURRENT HP	ESCAPE ARTIST					
INT	NOTES	FORGERY					
INTELIGENCE		GATHER INFORMATION					
CHA CHARISMA		HANDLE ANIMAL					
SAVING TOTAL BASE	ABILITY MAGIC MISC.	HEAL					
THROWSAw Yeah. SAVE	MODIFIER MODIFIER MODIFIER	HIDE					
FORTITUDE = +	+ + +	INTIMIDATE					
REFLEX = +		JUMP					
DEXTERITY = +		KNOWLEDGE:					
WILL = +		LISTEN					
WISDOM		MOVE SILENTLY					
		OPEN LOCK					
ARMOR DEX ARMO CLASS TOTAL BASE MOD. BONU:		PERFORM:					
AC 10		PROFESSION					
FF 10 0		RIDE SEARCH					
TOUCH 10 0	0 0	SENSE MOTIVE					
CUZMAGIC		SLEIGHT OF HAND					
MELEE STR SIZE MISC. ATTACK MODIFIER MODIFIER MODIFIER	TEMP BASE TOTAL 2nd MODIFIER ATTACK BONUS TOTAL ATTACK	SPELLCRAFT					
MELEE	1st	SPOT					
ATTACK BONUS	Onel	SURVIVAL					
	2nd	SWIM					
	3rd	TUMBLE					
	4th	USE MAGIC DEVICE					
	<u> </u>	USE ROPE					
RANGED DEX SIZE MISC. ATTACK MODIFIER MODIFIER MODIFIER	TEMP BASE TOTAL 2nd MODIFIER ATTACK BONUS TOTAL ATTACK						
RANGED ATTACK BONUS	1st						
ATTACKTORICS	Ond Ond						
	2nd	SPACE BELOW INTENTIONALLY LEF	T BLANK TO A	ACCOMODATE	FOR USER A	DDED SKILLS	
	3rd						
	4th						
BASE							
STR SIZE MISC. ATTACK GRAPPLE MOD. MOD. MOD. BONUS	DEX MISC. TOTAL MOD. MOD. TOTAL						
GR GRAPPLE	INI						
	DII ITIEO						
RACIAL A	BILITIES REPEOPLE						
DARKVISION?							

HIDDEN WALL SENSING?

NAME	PLAYER
	FEATS
	A BAG OF RATS SLAYS THE DRAGON!
FEAT NAME	FEAT NOTES
FEAT NAME	FEAT NOTES
FEAT NAME	FEAT NOTES
FEAT NAME	FEAT NOTES
FEAT NAME	FEAT NOTES
I DAT INAME	TATIOLS
FEAT NAME	FEAT NOTES
FEAT NAME	FEAT NOTES. NO, 20TH LEVEL HUMAN FIGHTER. THERE AREN'T ANY MORE SLOTS.
	CLASS & SPECIAL ABILITIES STANTIAL SKILL MODIFIERS AND OTHER THINGS THAT MAKE YOU YOU KNOW SPECIAL.
CIRCUMS	STANTIAL SKILL MODIFIERS AND OTHER THINGS THAT MAKE YOU YOU KNOW SPECIAL.
ABILITY	
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ADJUSTY.	
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ABILITY	

ABILITY

RACE

CLASS

AME	PLATER		HACE		CLASS	
		WEAPONS	& ATTACKS			
		TOOLS OF THE TRADE. AND THAT THING YOU	J FLAIL AROUND LIKE A MORON. GOOD STUFF.			
WEAPON SLOT 1			DAMAGE CRITICAL RANGE	TYPE SIZE	REACH WEIGHT HARDN	IESS HP SAVES
WEAPON	ATTACK BONUS					
NOTES			THE PROPERTY OF THE PROPERTY O			
NOTES			AMMUNITION & CHARGES			
		ARMOR AND PR	OTECTIVE ITEMS GUSHY PARTS IN			
		KEEPING THE				
ARMOR SLOT			ARMOR MAX DEX CHECK BONUS BONUS PENALTY	SPELL MAX FAILURE SPEED	WEIGHT HARDNESS HP	DONNING SAVES N/H/R
ITEM	WEIGHT CATEGORY					
NOTES						
		GE	AR			
		VALUABLE LOOT, AND OTH	IER ASSORTED HEAVY JUNK.			
			ENCLI	ADEDANCE / C	ADDVING CAD	ACITY
TEM		LOCATION ON PERSON	ENCOR	VIDERANCE / C YEAH, WE'RE	CARRYING CAP	ACITY
					MEDIUM HEAVY LOAD	LIFT OFF PUSH
			TOTAL WEIGHT	LIGHT LOAD	LOAD LIFT OVER HEAD	O GROUND OR DRAG
EM		LOCATION ON PERSON				
EM		LOCATION ON PERSON				
				MO	NEV	
TEM		LOCATION ON PERSON		THIS TUNIC BROUGHT	TO YOU BY CAPITALISM	
			COPPER PIECES	SILVER PIECES	GOLD PIECES	PLATINUM PIECES
TEM		LOCATION ON PERSON				
			L			
EM		LOCATION ON PERSON				
TEM		LOCATION ON PERSON	ITEM			LOCATION ON PERSON
EM		LOCATION ON PERSON	ПЕМ			LOCATION ON PERSON
LIVI		LOOK HOW PERSON	I I LIVI			LOOK HOW CIN PERSON
EM		LOCATION ON PERSON	ITEM			LOCATION ON PERSON
ЕМ		LOCATION ON PERSON	ITEM			LOCATION ON PERSON
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LIVI		LOOK HOW PERSON	I I LIVI			LOOK HOW CIN PERSON
EM		LOCATION ON PERSON	ITEM			LOCATION ON PERSON
EM		LOCATION ON PERSON	ITEM			LOCATION ON PERSON
EM		LOCATION ON PERSON	ITEM			LOCATION ON PERSON
EIVI		LOCATION ON PERSON	II EW			LOGATION ON PERSON