Character	Name					Race		EC	L F	Player					6		
Class						Level		Alignment	F	Patron Deity							
Size ABILITY NAM	Age ABILITY	Gender	Height	Weight	Eyes	Hair	Skin TMP. HP	Homeland		NON	Ca	ampaign MAGE					
STR	SCORE	MODIFIER	SCORE	MODIFIER	HP								HIT D		4	SPEE	D
DEX			Щ		AC					DEX DEFLECT. SIZE DIFIER MODIFIER MODIFIER	NAT. ARMOR	MISC. DAMAGE MODIFIER REDUCT.	MISS		ELL CI		SPELL RESIST.
CON	N		Н		FLAT FOOTED			=+_	+ 	DEX MISC MODIFIER MODIFIER	+ R	+10 SKILLS	  }		<u> </u>		/
WIS			H		AC		INITI	ATIVE	L,	= +	CLASS 1 2 3 4	SKILL NAME		TOTAL	ABILITY MOD	RANKS	MISC MOD
СНА					AC		BASE	E ATTA	CK			Appraise ■ Balance ■	INT Dex*		=+	<u>+</u>	+
FOR'	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC TEN MODIFIER MODI	AP. Condition	onal Modifiers	TEMP. TOTAL	Sign, Sig	il or Coat of Arms			CHA STR*		=† =†		+ - +
REF		]=[	* <u>                                       </u>	"" 								Craft ()	■ INT ■ INT		==-	-	+
WILI		=	+	+								Craft ()  Decipher Script  Diplomacy ■	INT INT CHA		=+	-	+
MEL		OTAL	В	ASE ATTACK I	BONUS MODIF		MISC. R MODIFIER	TEMP. MODIFIER			ш	Disable Device Disguise ■	INT CHA		=; =;		+ - +
RAN						+	  -  -				ш	Escape Artist ■ Forgery ■	DEX*		===+	+==	+==
GRAF	PPLE				+	+	+	]+	Characte	r Sketch		Gather Information ■ Handle Animal Heal ■	CHA CHA WIS	:	=† =	<u></u>	÷— +—
	WEAPC	N		TOTAL ATTACK	BONUS	DAMAGE		CRITICAL				Intimidate ■	DEX*	:	===+	<u>-</u>	+
RANGE	WEIGHT	TYPE	SIZ	ZE		SPECIAL PROPER	RTIES					Jump ■ Knowledge (Arcana) Knowledge (Arch/Eng)	STR* INT INT		=† =†		<u>+</u>
	WEAPC	N		TOTAL ATTACK	BONUS	DAMAGE		CRITICAL				Knowledge (Dungeon.) Knowledge (Geography	INT				+
RANGE	WEIGHT	TYPE	SIZ	ZE		SPECIAL PROPER	RTIES					Knowledge (History) Knowledge (Local)	INT INT INT	:	=	-	+==
	WEARC	NA I							DURA	ATION TRACKER	ـــــا	Knowledge (Local) Knowledge (Local) Knowledge (Nature)	INT		=		+ - +
	WEAPC	N		TOTAL ATTACK		DAMAGE		CRITICAL			$-\Box\Box$	Knowledge (Nobility) Knowledge (Religion)	INT	:	=	+	+===
RANGE	WEIGHT	TYPE	SIZ			SPECIAL PROPER					ш	• ,	) INT _) INT _) INT	:	=† =	<u></u>	+ <u></u>
Ammu									Effect			Listen ■  Move Silently ■	WIS DEX*		==-	<u>-</u>	+
	WEAPC	N		TOTAL ATTACK	BONUS	DAMAGE		CRITICAL	Effect			,	DEX CHA CHA		=+ =+	<u>+</u>	+
RANGE	WEIGHT	TYPE	SIZ	ZE		SPECIAL PROPER	RTIES			NOTES	-	Perform (	)CHA )CHA				+
Ammu	inition											Profession (	) WIS ) WIS	:	=+	+	+
	ARN	IOR		ТҮРЕ	BONUS MA	AX DEX CHECK	PEN SPELL FAI	L SPEED				Ride ■ Search ■ Sense Motive ■	INT WIS	:	=f =f	<u>-</u>	+ <u> </u>
SEPCIAL PR	OPERTIES											Sleight of Hand Spellcraft	DEX*		; ;	<u>-</u>	+==
	SHII	ELD		ТҮРЕ	BONUS MA	AX DEX CHECK	PEN SPELL FAI	L SPEED				Survival ■	WIS WIS STR*		<u>-</u>	<u></u>	+
SEPCIAL PR	OPERTIES										ш		DEX*		: :		+
PR	ROTECT	IVE ITE	MS	BONUS	TYPE	MIS	SCELLANEOUS					Use Rope ■	DEX		= +	+	+
											■ Denotes	a skill that can be used untrained	 		=+		+
											J★ Armor ch	eck penalty applies (double pen	alty for sw	vim)			