CHARAC	TER					PLAYFR					4			
					-				Г	V 18		1	10	
								<u> </u>	Į.		NOF	<u>Or</u>	1 <u>2</u>	-
							MENI _		4	JR₽	AGE	DN:	5 ®	
	DEITY/RELIGION .													-
									CHAR	ACIEK	RECC	JKU S	HEEI	
	ALITY													
ABILI	TY SCORES		ТЕМР ТЕМ	P	HIT PO	TMIC	S		SKILI	_S				
STREN	GTH	MODIFIER	SCORE MODIF	TER				MAX RANKS = LVL+3(/2)	CROSS CLASS	KEY ABILITY	TOTAL		RANKS	S
DEXTE	RITY							ANIMAL EMPATHY		СНА				
CONST	TITUTION			DIE TY	, DE			APPRAISE ■		INT				
INTELL	IGENCE				''- L			BALANCE ■		DEX*	\Box			<u> </u>
WISDC	om .			DAMA	GE REDU	CTION		BLUFF ■ CLIMB ■		CHA STR*	\vdash			
CHARI	SMA -	+			AC WHEN			CONCENTRATION ■		CON				
			RMOR		FLAT-FOC AC VERSU			CRAFT ■ () 🗖	INT				
A D A A			MODIFIERS ——		TOUCH A			DECIPHER SCRIPT		INT	\Box			
ARM	= 10 + ARMO	R SHIELD DEX	WIS SIZE	NATURAL MISC	MAX DEX			DIPLOMACY ■		СНА				
	/ ⊢				BONUS ARMOR C	HECK		DISABLE DEVICE DISGUISE ■		INT CHA				
	SS WORN WORN				PENALTY ARCANE S			ESCAPE ARTIST ■	<u> </u>	DEX*				
CLA!	SS & S				FAILURE	SPELL		FORGERY ■		INT				
					SPELL RE	SISTANCE		GATHER INFORMATION ■		СНА				
SAVING THROWS		TOTAL BASE	ABILITY MAG	DDIFIERS	AP _	MODIFI	ERS	HANDLE ANIMAL		CHA	\vdash			<u> </u>
Z 6	FORTITUDE (CON))			_			HEAL ■ HIDE ■		WIS DEX*				
AR HR	REFLEX (DEX)							INNUENDO		WIS				
N F	WILL (WIS)							INTIMIDATE ■		СНА				
L S				_		ODIFIERS .		INTUIT DIRECTION		WIS	\square			-
COMBAT BONUSES	INITIATIVE (DEX)	TOTAL		BASE A	ABILITY SIZ	E MISC	TEMP	JUMP ■ KNOWLEDGE() [STR*	\vdash		-	
<u> </u>	` '						-	KNOWLEDGE(INT				
Q Q	MELEE (STR)	+	-		_	-	+	KNOWLEDGE (INT				
- ш	RANGED (DEX)							KNOWLEDGE() 📮	INT				
	ADDITIONAL COMBAT M	ODIFIERS	$\neg \vdash \vdash$	PROI	FICIENCIES			LISTEN MOVE SHENTLY		WIS	\vdash			-
								MOVE SILENTLY ■ OPEN LOCK	0	DEX*	\vdash			
								PERFORM ■ () 🗖	СНА				
								()					
		WE	APONS					()	مد				
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	PICK POCKET PROFESSION () 🗀	DEX*	\vdash		\dashv	
								READ LIPS		INT				
NOTES								RIDE ■		DEX				
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	SCRY ■		INT				
								SEARCH ■		INT WIS	\vdash			
NOTES								SENSE MOTIVE ■ SPELLCRAFT	0	INT			-	
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	SPOT ■		WIS				
								SWIM ■		STR†				
NOTES		<u> </u>		<u> </u>	<u> </u>	<u> </u>		TUMBLE		DEX*	$\mid - \mid \mid$		\longrightarrow	
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	USE MAGIC DEVICE USE ROPE ■		CHA DEX	$\vdash \vdash \vdash$		\dashv	
	WEALON	ATT BONUS	DAMAGE	CKITICAL	MANGE	1175	3126	WILDERNESS LORE ■		WIS			\neg	
				<u> </u>					•					
NOTES		<u> </u>		ı	ı	<u> </u>	<u> </u>				$\sqcup \!\!\! \perp$			
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE				$\vdash \vdash \vdash$		\dashv	
								-	_ "		$\vdash \vdash \vdash$		\dashv	
NOTES								■ Can be used with 0 ranks - * A		PENALTY A	APPLIES - 1	-1 PER 5	LBS. OF (GEAR

EQUIPMENT

					E(JU	111	MEN	1					
ITEM		LOCATION WT			ITEM			L	OCATION	WT		ITEM	LOCATION	W
CURRENT LO	OAD										TOTAL	WEIGHT CARRIED		
	MOVEMEN	I/T/	LIFTING	G				1	EXPER	IENC	E	MONE	Y & GEMS	•
MOVEMENT	RATE		MOVEME	NT	RATE	7			TOTAL EXF	PERIENC	E	СР —		
WALK (= BASE)			HOUR W	ALK										
HUSTLE			HOUR HU	STLE		7						SP —		
run (x3)			DAY WA	LK		7		XPs N	IEEDED FO	OR NEXT	LEVEL			
run (x4)			SPECIA	\L								GP —		
LOAD	WEIGHT CARR	IED	MAX DEX	CHK PEN	RUN				7	Γ		PP —		
LIGHT			NORMAL	NORMAL	NORMAL		LIF	T OVER	∟ HEAD	LIFT O	FF GROUND			
MEDIUM			+3	-3	X4			= MAX LO	AD	= 2	x Max Load	GEMS —		
HEAVY			+1	-6	x3				PUSH O	R DRAG				
CLASS & R	ACIAL ABI	ΙΙΤΙ	IFS						= 5 X MA	X LOAD		FEAT	S	
						_								
						—								
				-										
				-										
					T /	<u> </u>	C1	IACE	<u> </u>					
					L <i>F</i>	<u>~~</u>	ul	JAGE	<u> </u>					

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN						SPELI	LS						
	0		0														
	1ST																
	2ND																
	3RD																
	4ТН																
	5ТН																
	6тн																
	7тн																
	8тн																
	9тн																
	SPELL	SAVE DC M	IOD							$\dashv \vdash$							
	M	AGIC IT	EMS														
										_							
										\dashv							
										$\dashv \vdash$							
										\dashv							
										_							
						MEN/AN	IIMAL	COW	PANI	ONS							
	N	IAME		RACE/	CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
NOTES																	<u> </u>
	N	IAME		RACE/	CLASS	HD/LVL	НР	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	СНА
NOTES						Ι ,		ı		I	T		Ι				
	N	IAME		RACE/	CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
NOTES								<u> </u>		<u> </u>			<u> </u>				
	N	IAME		RACE/	CLASS	HD/LVL	НР	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	СНА
NOTES																	

CHARACTER DESCRIPTION

CHARACTER NAME	1.05		CEY		
	AGE		SEX		
DESCRIPTION	BIRTH DATE		SIZE		
	HEIGHT		WEIGHT		
	HAIR		EYES		
	SKIN		HANDEDNESS		
PERSONALITY		СН	ARACTER SKETCH		
QUOTE(S)					
CONTACTS/FRIENDS					
ENEMIES					
BACKGROUND & NOTES					
		TED CHEET 10 & 0/	ATRICUM MIIRRIN		
DATE CREATED DM/CAMPAIGN DUNGEONS & DRAC	D&D 3E CHARAG GONS IS A REGISTERED TRA	LIEK SHEET VI.O 8/00 BY P DEMARK OF WIZARDS OF T	ATRICK M. MURPHY • A MAD IRISHMAN PRODUCTION HE COAST, INC. ©2000 WIZARDS OF THE COAST, INC.		