Character N	lame					Race		ECL	Playe	er							
Class						Level		Alignment	Patro	on Deity							
Size ABILITY NAME	Age ABILITY	Gender	Height TEMP.	Weight	Eyes	Hair	Skin TMP. HP	Homeland		NON	Ca	ampaign					
STR	SCORE	MODIFIER	SCORE	MODIFIER	ЦΒ		IMP. HP	DAMAGE		NON	-LETHAL DAI		HIT D		<u> </u>	SPEE	ΞD
DEX		i	H		HP												
CON					AC				HIELD DEX ONUS MODIFIER	DEFLECT. SIZE R MODIFIER MODIFIER	NAT. ARMOR	MISC. DAMAGE REDUCT.	CHANC		ELL CI		SPELL RESIST.
INT	-				FLAT FOOTED					DEX MISC MODIFIER MODIFIER		+10 SKILLS			<u> </u>		/
	-				AC		INITI	ATIVE		+	CLASS 1 2 3 4	SKILL NAME		TOTAL	ABILITY MOD	RANKS	MISC
WIS	-				TOUCH		BASE	E ATTA	CK			Appraise ■	INT		<u> </u>	+	+
CHA		BASE	ABILITY	MAGIC	AC MISC TEN	AP. O III		TEMP			J		Dex*			<u>+</u>	+
FOR1	TOTAL	SAVE	MODIFIER	MODIFIER	MODIFIER MODI	FIER Conditi	ional Modifier	TOTAL	Sign, Sigil or C	Coat of Arms		Climb ■ Concentration ■	STR*		=	<u>+</u> —-	+
		= <u> </u> 	<u> </u>	''' 									■INT ■INT			<u>-</u>	+=
REF		=	+	<u>-</u>						7		Craft ()	■INT			<u>+</u>	+
WILL		=	+	-				<u> </u> =				Decipher Script Diplomacy ■	INT CHA			<u>-</u> -	+
MEL		DTAL	BA	ASE ATTACK E	ABILIT MODIF		MISC. MODIFIER	TEMP. MODIFIER				Disable Device Disguise ■	INT CHA			<u>+</u>	+
MEL			<b></b>  -		+	+_	++					Escape Artist ■ Forgery ■	DEX*			<u>;                                    </u>	+
RANC	SED		-		+	+	+				ш	Gather Information ■	CHA				+
GRAP	PLE		=		+	+	+	<b>」</b> ₊∟,	Character Ske	etch	 	Handle Animal Heal ■	CHA WIS	:	<u>-</u>	<u>+</u> —:	+
1	NEAPO	N		OTAL ATTACK	BONUS	DAMAGE	E	CRITICAL				Hide ■ Intimidate ■	DEX* CHA	:	<u> </u>	<u>;                                    </u>	<u>-</u>
												Jump ■	STR≉			+	<u>-</u>
RANGE	WEIGHT	TYPE	SIZ	E		SPECIAL PROPER	RTIES					Knowledge (arcana) Knowledge (arch/eng)	INT INT	:	=	<u>+</u> —:	<del>+</del> —
	NEAPO	N										Knowledge (dungeon.) Knowledge (geography	INT INT			<u>+</u>	+=
	VLAFO	IN .		OTAL ATTACK	BONUS	DAMAGE	E	CRITICAL				Knowledge (history)	INT			<u>-</u>	+
RANGE	WEIGHT	TYPE	SIZ	E		SPECIAL PROPER	RTIES					Knowledge (local) Knowledge (local)	INT			<u>-</u>	<del>+</del> —
									DUBATIO	ON TRACKER		Knowledge (local) Knowledge (nature)	INT INT		<u> </u>	‡=	+==
	NEAPO	N	T	OTAL ATTACK	BONUS	DAMAGE	E	CRITICAL	Effect	ON TRACKER		Knowledge (nobility) Knowledge (religion)	INT INT			<u>-</u>	+=
RANGE	WEIGHT	TYPE	SIZ	E		SPECIAL PROPER	RTIES		Effect		1000	Knowledge (the planes)	INT		<u> </u>	-	+
												• ,	)INT )INT		<u>-</u>	<u>+</u>	+
Ammuni	tion								Effect			Listen ■ Move Silently ■	WIS DEX*			<u>-</u>	+
	NEAPO			OTAL ATTACK	BONUS	DAMAGE		CRITICAL	Effect			Open Lock	DEX			+	+
													)CHA )CHA			<u></u>	+
RANGE	WEIGHT	TYPE	SIZ	E		SPECIAL PROPER	RTIES		N	IOTES			) CHA ) CHA		<u> </u>	‡=	+==
Ammuni	tion											Profession (	) WIS ) WIS		<u> </u>	<u>†</u>	+
	ARM			 			0000					Ride ■	DEX			-	+
	ANIV	ION		TYPE	BONUS MA	AX DEX CHECK	( PEN SPELL FA	IL SPEED				Search ■ Sense Motive ■	INT WIS		=	<u>+</u> —-	+
SEPCIAL PRO	PERTIES											Sleight of Hand Spellcraft	DEX*			<u>;</u>	+=
	SHIE											Spot ■	WIS			<u>-</u>	+
	SHII	LLU		TYPE	BONUS MA	AX DEX CHECK	( PEN SPELL FA	IL SPEED				Survival ■ Swim ■	WIS STR*		<u>-</u>	<u>+</u> —-	<del>+</del>
SEPCIAL PRO	PERTIES							<del>                                     </del>			$ \Box\Box\Box$		DEX*			<u>+</u>	+
	OTEST	\/F !==	MO									Use Rope ■	DEX			<u>-</u>	+
PR	OTECTI	VEITE	IVIS	BONUS	TYPE	MI	SCELLANEOUS								<u>-</u>	<u>-</u>	<del>+</del> —
					+ +						■ Denotes	a skill that can be used untrained			==-	+	+
												a skill that can be used untrained neck penalty applies (double penalty		vim)			

							SPECIAL ABILITIES/FEATS	SPELLS/NOTES					
Experie	ence	Experie	ence needed	t									
		AR											
Cost	Item	WT.	Cost	Item		WT.							
	TOTALS				TOTALS								
		CIC	ITE										
0		GIC		IVIO	Learne	Luc							
Cost	Item				Location	WT.							
								SI	PFII	SAV	FS		
							-	CAST	SPELL SAVE DC	0,11	SPELLS	BONUS	
								TODAY	SAVE DC	1	PER DAY	SPELLS	
							ENCUMBRANCE			0			
							LIGHT LOAD MED. LOAD HEAVY LOAD			1			
										2			
							LIFT LIFT OFF DDAC			2			
			CLIE				OVER GROUND DRAG			3			
Value			ASURE Value Item							4			
Value	Item	WT.	Value	Item		WT.	LANGUAGES			 			
							2,			5			
										6			
										7			
										] ]			
										8			
										9			
								Baro	/sorc	erer sr	ells k	nown	
								0	1	2	3	4	
								5 5		 7			