ARMOR CLASS  TOTAL  ARMOR SHIELD BONUS  BONU	
ABILITY NAME  ABILITY NAME  ABILITY NAME  ABILITY NAME  ABILITY NAME  ABILITY SCORE  MODIFIER  TOTAL  WOUNDS/CURRENT HP  NONLETHAL DAMAGE  SPEE  STRENGTH  DEX DEX DEX DEX DEX DEX DEX DEX DEX DE	D
ABILITY MAME  SCORE MODIFIER STR STR STR STR STR STR STR STR STR ST	
STRENGTH  DESTRENGTH  DESTRENGTH  DESTRENGTH  DESTRENGTH  DESTRENGTH  DESTRENGTH  DESTRENGTH  DEAD  ARMOR CLASS  ARMOR CLASS  ARMOR CLASS  TOTAL  ARMOR CLASS  FLAT-FOOTED  ARMOR CLASS  WIS  WIS  WIS  WISDOM  INITIATIVE  DESTRENGTH  ARMOR CLASS  FLAT-FOOTED  ARMOR CLASS  SKILLS  CLASS/CROSS  CLASS/CROSS  SKILL NAME  ABILITY  MODIFIER  MODIFIER  MODIFIER  MODIFIER  MODIFIER  MODIFIER  BALANCE  BALANCE  BALANCE  BALANCE  CHA  FORTITUDE  CHA  FORTITUDE  CHA  FORTITUDE  CHA  FREFLEX  CONCENTRATION  CO	MAGE REDUCTION
DEX DEXTERITY  DEXTROITY  DEX DEXTERITY  DEX DEXTRICTION  SHIELD  DEX MODIFIER  DEX MODIFIER  DEX MODIFIER  DEX MODIFIER  MODIFIER  DEX MODIFIER  MODIFIER  DEX MODIFIER  MODIFIER  DEX MODIFIER  DEX MODIFIER  MODIFIER  SKILLS  CLASS/CROSS  WIS DAM  SKILLS  CLASS/CROSS  SKILL NAME  SKILL NAME  DEX MISC MODIFIER  MODIFIER  DEX MISC MODIFIER  MODIFIER  DEX MISC MODIFIER  MODIFIER  DEX MISC MODIFIER  DEX MODIFIER  DEX MODIFIER  DEX MODIFIER  DEX MODIFIER  DEX MODIFIER  DEX MODIFIER  CHA HE HE MODIFIER  CONCENTRATION STRY  CONCEN	MAGE REDUCTION
ARMOR CLASS  ARMOR CLASS  WISDOM  CHA CHARISMA  CHARISMA  SAVING THROWS  TOTAL  BASE SAVE  ABILITY  MODIFIER  CHA  STR*  CON  REFLEX  CON  CLASS(ROSSC  CLASS(ROSSC  CLASS(ROSSC  CLASS(ROSSC  ABILITY  MODIFIER  MODIFIER  MODIFIER  CON  CLASS  SKILL NAME  ABILITY  MODIFIER  MODIFIER  MODIFIER  CHA  STR*  CON  CON   CONCENTRATION  CON   CALSSC  CLASS(ROSSC  ABILITY  MODIFIER  MODIFIER  CHA   CONCENTRATION  CON   CON   CALSSC  CLASS(ROSSC  CRASSC  ABILITY  MODIFIER  MODIFIER  MODIFIER  CON  CHA   CON  CON   CON   CON   CON  CLASS  CLASS(ROSSC  ABILITY  MODIFIER  MODIFIER  MODIFIER  MODIFIER  CON  CHA   CON  CHA  CHA   CHA	
SAVING THROWS  TOTAL  BASE SAVE MODIFIER MODIFIE	RANKS 9/4 RANKS MISC MODIFIER
SAVING THROWS  TOTAL  BASE SAVE MODIFIER MODIFIER MODIFIER MODIFIER MODIFIER MODIFIER  FORTITUDE  (CONSTITUTION)  REFLEX  ABILITY MAGIC MISC. TEMPORARY MODIFIER MODIFIER  CONDITIONAL MODIFIER  CONCENTRATION  CON  CON  CON  CON  CON  CON  CON	+
FORTITUDE  (constitution)  REFLEX  CONCENTRATION CON  STR* 11 = 6 +	++
REFLEX CON CONCENTRATION ■ CON =+-	2 + 3
	+
WILL 3 - 5 + 6 + 1   1   2   CRAFT ■ () INT =+	+
(WISDOM) □ CRAFT ■ () INT =+	+
BASE ATTACK BONUS  SPELL  DECIPHER SCRIPT  INT +-  DIPLOMACY CHA  CHA +-	+
RESISTANCE DIPLOMACY CHA =	+
GRAPPLE    Disguise   CHA   = -+-   Escape Artist   Dex*   = -+-	+
TOTAL BASE ATTACK STRENGTH SIZE MISC BONUS MODIFIER MODIFIER MODIFIER FORGERY INT = +	+
Point Blank Shot GATHER INFORMATION TO CHA = +	+
ATTACK ATTACK BONUS DAMAGE CRITICAL HANDLE ANIMAL CHA =	+
ORVETIVE 19/8 MOTE XI HIDE IN DEX* = +-	+
SINTIMIDATE CHA 3 = 4	2 + 3
Six 11	+ 2
AMMUNITION =   KNOWLEDGE (	+
ATTACK ATTACK BONUS DAMAGE CRITICAL KNOWLEDGE ( ) INT = +	+
Roge Toyelin 16/11 18849 X2 KNOWLEDGE ( ) INT = +	+
RANGE TYPE NOTES	4+
☐ MOVE SILENTLY ■ DEX* =+_ ☐ OPEN LOCK DEX =+_	+
AMMUNITION 00000 00000 00000 00000 00000	+
ATTACK BONUS DAMAGE CRITICAL PERFORM () CHA =+_	+
MUGS Rage 14/11 266+12 1900X2 - PROFESSION () WIS+	+
RANGE TYPE NOTES PROFESSION () WIS =+_	
P/S LOCKED    RIDE   DEX   = +-	+
AMMUNITION □ SEARCH ■ INT   =+_	+
ATTACK ATTACK RONLIS DAMACE CRITICAL SPELICIAL DEX* =+	+
ATTACK BONDS DAWAGE CRITICAL SPEELERAPT INT	++
RANGE TYPE NOTES SURVIVAL WIS 2 = +-	2+
NOTES	+
	) +1
□ Use Rope ■ DEX =+_	+
ATTACK DONUS DAMAGE CRITICAL	+
	++
RANGE TYPE NOTES  Denotes a skill that can be used untrained.	
☐ Mark this box with an X if the skill is a class skill for the character.  * Armor check penalty, if any, applies. (Double penalty for Swim.)	
AMMUNITION 00000 00000 00000 00000 00000	
Rage - 4AC ©2003 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.	

\* Kneeling + 2 ACVRarged - 2 ACV melee (over +4 AC

	FEATS	SPELLS
CAMPAIGN	Point Blook shat PG.	DOMAINS/SPECIALTY SCHOOL:
	Weapon Facus Sawin	0:
EXPERIENCE POINTS	Brutal Throng	0:
GEAR	Reckless Rose	
ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX	Rec'so Slot	1sr:
Chain Shift 1 L 5 4	3	
CHECK PENALTY SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES		
	Samuel Control of the	
SHIELD/PROTECTIVE ITEM AC BONUS WEIGHT CHECK PENALTY	3 <del>000000000000000000000000000000000000</del>	2nd:
H. Spel Sheld +1		
SPELL FAILURE SPECIAL PROPERTIES		
		3rd:
PROTECTIVE ITEM	SPECIAL ABILITIES	
PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES	Rage 2 /day	
	- To wing	4TH:
PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES	IMO Uncassio Podac	
	Tras Sense +2	-
OTHER POSSESSIONS ITEM PG. WT. ITEM PG. WT.	Trop Senso +2	5тн:
Gauntlets of StRtd Advantage Rit		
Bug of Endless Callyns - Endless Rations		6тн:
- Endus Water		
The state of the s		7тн:
		8тн:
		9тн:
		SPELL SAVE
		DC MOD
		ARCANE SPELL FAILURE %
		CONDITIONAL MODIFIERS
		SPELLS SPELL LEVEL SPELLS BONUS KNOWN SAVE DC LEVEL PER DAY SPELLS
	The second and the second	KNOWN SAVE DC PER DAY SPELLS  0 0 0
TOTAL WEIGHT CARRIED	Noncombatant	1ST
	Poor fortitude	
	LANGUAGE	2ND
LIGHT MEDIUM HEAVY LIFT OVER LIFT OFF PUSH OR LOAD LOAD LOAD HEAD GROUND DRAG	LANGUAGES  Initial languages = Common + racial	3RD
EQUALS 2× 5× MAX LOAD MAX LOAD MAX LOAD	languages + one per point of Int bonus	4TH
MONEY	Common	5TH
cp-32	010	6TH
cp-32 sp-71 gp-50		7TH
GP-50	-	8TH
PP —		ОТН ОТН