CLASS AND LEVEL						NS		
27.00 7.110 22.122	RACE	ALIGNMENT	TRAGONS <sup>®</sup>					
SIZE AGE GENDER HEIGHT	WEIGHT EY	'ES HAIR	CH	ARACTER	RECORD	SHEET		
		LS TIAIR	SKIIN	NONLETHAL	_	enero.		
ABILITY NAME ABILITY TEMPORARY TEMPORARY SCORE MODIFIER STRENGTH	HP IIT POINTS	WOUNDS/CURRENT HP		DAMAGE	3	SPEED		
STRENGTH L		- 10+			1.	DAMAGE REDUCTION		
DEXTERITY	MOR CLASS TOTAL	ARMOR S	HIELD DEX SIZE ONUS MODIFIER MODIFIER	NATURAL DEFLECT	TION MISC IER MODIFIER			
CON CONSTITUTION INT	rough -	FLAT-FOOTED	_	SKIL				
INTELLIGENCE	RMOR CLASS	ARMOR CLASS	SS SKILL?	SKIL		MAX RANKS / CROSS-CLASS) /		
	NITIATIVE MODIFIER	= +	SKILL NAME	ABILITY	MODIFIER MOD	DIFIER RANKS MODIFIER		
CHA		TOTAL DEX MIS	FIER	INT	=	++		
	MAGIC MISC. TEMI MODIFIER MODIFIER MO	PORARY CONDITIONAL MODIFIER	☐ BALANCE ■ ☐ BLUFF ■	DEX*	=	++		
FORTITUDE (CONSTITUTION) = + +	+ + +		☐ CLIMB ■	STR*		++		
REFLEX (DEXTERITY) + +	+ + +		☐ CONCENTRATION ■	) INT	==	++		
WILL (WISDOM) +	+ +		□ CRAFT ■ (	) INT		++		
			☐ CRAFT ■ (	) INT INT	=	++		
BASE ATTACK BONUS	SPEI RESIST/		☐ DIPLOMACY ■	CHA	=	++		
GRAPPLE =			<ul><li>□ DISABLE DEVICE</li><li>□ DISGUISE ■</li></ul>	INT CHA	==	++		
MODIFIER BASE ATTAK	CK STRENGTH SI	IZE MISC	☐ ESCAPE ARTIST ■	DEX*	=	++		
BONUS BONUS	MODIFIER MOE	DIFIER MODIFIER	<ul><li>□ Forgery ■</li><li>□ Gather Informat</li></ul>	INT ION ■ CHA	==	++		
ATTACK ATTACK BO	ONUS DAM	MAGE CRITICAL	<del></del>	СНА	=	++		
			☐ HEAL ■ ☐ HIDE ■	WIS DEX*	==	++		
RANGE TYPE	NOTES		☐ ÎNTIMIDATE ■	CHA	=	++		
			☐ JUMP ■☐ KNOWLEDGE (	STR* ) INT	==	++		
			☐ KNOWLEDGE (	) INT	=	++		
ATTACK BO	ONUS DAM	MAGE CRITICAL	☐ KNOWLEDGE (	) INT ) INT	==	++		
DANICE TYPE	NOTES		☐ KNOWLEDGE (	) INT	=	++		
RANGE TYPE	NOTES		☐ LISTEN ■☐ MOVE SILENTLY ■	WIS DEX*	=	++		
AMMUNITION			☐ OPEN LOCK	DEX	=	++		
			<ul><li>□ Perform (</li><li>□ Perform (</li></ul>		==	++		
ATTACK ATTACK BO	ONUS DAN	MAGE CRITICAL			=	++		
RANGE TYPE	NOTES		☐ Profession (	,	=	++ ++		
			☐ RIDE ■	DEX	=	++		
AMMUNITION			☐ SEARCH ■☐ SENSE MOTIVE ■	INT WIS	==	++ ++		
ATTACK			☐ SLEIGHT OF HAND	DEX*	=	++		
ATTACK BO	ONUS DAN	MAGE CRITICAL	☐ SPELLCRAFT ☐ SPOT ■	INT WIS	=	++		
RANGE TYPE	NOTES		□ SURVIVAL ■	WIS	=	++		
			□ SWIM ■ □ TUMBLE	STR* DEX*	=	++		
AMMUNITION ===============================			☐ Use Magic Device		=	++		
ATTACK BO	ONUS DAM	MAGE CRITICAL	☐ USE ROPE ■	DEX	=	++ ++		
ATTACK BO	JANOS DAN	TAGE CRITICAL			=_	++		
RANGE TYPE	NOTES				=_	++		
			■ Denotes a skill that can be u  Mark this box with an X if t  * Armor check penalty, if any, o	the skill is a class skill fo				

				FEATS	SPELLS						
CAMPAIGN						PG.		DOMAIN	S/SPECIALTY	SCHOOL:	
EXPERIENCE POINTS							0:				
	G	EAR									
ARMOR/PROTECTIVE ITE	M T	/PE	AC BONUS	MAX	DEY		1st:				
·			AC BONOS	IVIAA							
CHECK PENALTY SPELL FAILURE	E SPEED	WEIGHT	SPECIAL PROF	PERTIE	S						
SHIELD/PROTECTIVE ITEM	AC DC	NUIC NV	FIGUE CUECK	DENIAL	TV		2ND:				
	AC BC	ONUS WI	EIGHT CHECK I	PENAL	.I Y						
SPELL FAILURE	S	PECIAL PROP	ERTIES								
							3 RD:				
PROTECTIVE ITEM						SPECIAL ABILITIES					
PROTECTIVE ITEM	AC BON	JS WEIGHT	SPECIAL PROP	ERTIE	S	PG.					
							4тн:				
PROTECTIVE ITEM	AC BON	JS WEIGHT	SPECIAL PROP	ERTIE	S						
ОТІ	HER PC	SSESSI	ONS				5тн:				
ITEM	PG. WT.		ITEM	PG.	WT.						
							6тн:				
							7тн:				
							8тн:				
							9тн:				
							JIII				
								SPEL	L SAVE		$\neg$
										DC M	OD
							ARC	ANE SPE	ELL FAILU	JRE	%
							CONDITION	NAL MODIFIERS		<u> </u>	
						-	SPELLS	SPELL		SPELLS	BONUS
								SAVE DC	LEVEL	PER DAY	SPELLS
									0		0
		TOTA	L WEIGHT CARRIED						1ST		
									2ND		
LIGHT MEDIUM	HEAVY	LIFT OVER	LIFT OFF PUSI	H OR		LANGUAGES			3RD		
LOAD LOAD	LOAD	HEAD EQUALS MAX LOAD	GROUND DR	AG × LOAD		Initial languages = Common + racial languages + one per point of Int bonus			4TH		
	_MC	NEY	WAX LOAD MAX	LOAD					5TH		
	- MC	WIZ							6TH		
CP —									7TH		
SP — GP —											
PP —									8TH		
									9TH		