CHARACTER NAME	п _т) АТН	FINDAR
	99		GAME COMPATIBLE
LEVEL RACE AGE HEIGHT WEIGHT EYES ADMITYLANAR ABILITY ABILITY TEMP. TEM	HAIR		
ABILITY NAME ASILITY LEMP. TOTAL TEMP. NOV WOUNDS STR STRENGTH ABILITY LEMP. SCORE MODIFIER SCORE MODIFIER HP HIT POINTS	POINT TRACKER		DAMAGE REDUCTION
DEX DEXTERITY ARMOR CLASS ARMOR CLASS			
CON TOUCH BONUS BONUS MODIFIER ARMOR		MISC. ARMOR CHECK PENALT	SPEED
ARMOR CLASS SR INT FLAT SPELL RESISTANCE	SKILLS	KEY SKILL	MAX RANKS:
INT INTELLIGENCE SPELL FAIL SPELL FAIL	SKILL NAME	KEY SKILL ABILITY MODIFIER	= ABILITY H RANKS H MISC. BONUS
WIS INIT ACCANE SPELL FAILURE AC			=++
WISDOM INITIATIVE	'		= + + +
CHA CHARISMA BASE ATTACK CONCENTRATION CHECK BONUS AF	ppraise		= + +
SAVING THROWS TOTAL BASE ABILITY MISC. TEMP. CONDITIONAL MODIFIERS BIOLICY MODIFIER BONUS MODIFIER CONDITIONAL MODIFIERS			=++
FORTITUDE	imb raft (alchemy)	·	= + + = + +
	raft (ammunition)	Int	= + +
DEXTERITY	raft (armor)		=++
WI I I I I I I I I I I I I I I I I I I	raft (bows) raft (calligraphy)		= + +
TOTAL DAD STR SIZE MISC. TEMP.	raft (firearms)		= + +
CMB Company Co	raft (siege weapon)		=++
Cr	raft (trapmaking) raft (weapons)		= + + = + +
COMBAT MANEUVER DEFENSE	plomacy		= + +
DIOS ADUSTY DISCOUNTED	sable Device		=++
ATTACK MODIFIER BONUS MODIFIER	sguise scape Artist		= + + +
ATTACK PONIC	andle Animal	Cha	= + +
RANGED ATTACK BONUS = + + + + + + HE			=++
	timidate nowledge (arcana)		= + + +
WEAPON TOTAL ATTACK PONICS DAMAGE CONTROL	nowledge (dungeoneering)	Int	=++
DANCE WEIGHT TYPE 017E 017E	nowledge (engineering) nowledge (geography)		= <u>+ + + + </u> = + +
	nowledge (history)		= + +
/######################################	nowledge (local)		= + +
	nowledge (nature) nowledge (nobility)		= + + +
	nowledge (planes)	Int	= + +
Kr	nowledge (religion)		= + +
AMMUNTION 00000 00000 00000 00000 00000 De	nguistics erception		=++++
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL	erform (act)	Cha ¹	=++
DANCE WEIGHT TYPE OFF	ofession (advocate) de	_ :	=++ = + +
	ense Motive		= + + = + +
///////// CCCC CCCC CCCC CCCC CCCC	eight of Hand		= + +
TO MENT MORE BOARD	oellcraft ealth	——	= + + = + +
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES SU	urvival	Wis ¹	=++
	vim		= + +
AMMUNITION DODD DODD DODD DODD DODD DODD	se Magic Device		= <u>+</u> +++++++++++++++++++++++++++++++++++
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL			= + +
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			=++ = + +
			= + +
AMMUNITION DODGE COORD DOGGE COORD			=++
WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL			= <u>+</u> + <u>+</u> = + +
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			= + +
			=++
AMMUNITION DODGE COORD DOGGE COORD DOGGE			=++ = + +
			=++
			=++ = + +
Sk	ills marked with ¹ can be used norm	-	

Skills marked with Warre class skills.

* ARMOR CHECK PENALTY applies.

** Twice ARMOR CHECK PENALTY applies.

	GE	AR			SPECIAL ABILITIES
ARMOR/PROTECTIVE ITEM TYPE					
ARMOR/PROTECTIVE ITEM TYPE		ARMOR BONUS	MAX DEX BO	NUS	
ACP SPELL FAILURE SPEED WEIGHT		SPECIAL PROPE	DTIES		
AGI SI EEL I AIEUNE SI EEU WEIGHI		or Edial Fixor	KIIES		
SHIELD/PROTECTIVE ITEM SHIELD BOT	NUS	MAX DEX WEIGHT CHEC	CK PENALTY SPELI	FAILURE	
8	SPECIAL PI	ROPERTIES			
OTHE	D DO	SSESSIONS			
ITEM	Wgt.	SSESSIONS		Wgt.	
				J .	
				<u>'</u>	
				i	
				1	
				1	
				1	
		-			
				<u> </u>	
				<u> </u>	
		Magic Items Equippe	d by Slot		
		Belt/Waist Slot		0 lbs	
		Body Slot		J IJS	
		Dody Gibt		0 lbs	
		Chest/Torso Slot			
				0 lbs	
		Eyes/Face Slot			
				0 lbs	
		Feet Slot		O lls s	
		Hand Clat		0 lbs	
		Hand Slot		0 lbs	
		Head Slot			
				0 lbs	
		Headband Slot			
				0 lbs	
		Neck Slot			
				0 lbs	
		Ring Slot (RH)		0 lbs	
		Ring Slot (LH)		0 103	
		King Slot (EII)		0 lbs	
		Shoulder Slot			
				0 lbs	
		Wrist/Arm Slot			
				0 lbs	
Armor/Shield/Weapons lbs			ght Carried Ibs		
ENCUMBRANCE	EXP	ERIENCE / LEVEL	LANGUA	GES	
		/			
LIGHT MED HEAVY			.		
LIGHT MED HEAVY LOAD LOAD LOAD		NOTES	·		
			-		
LIFT LIFT OFF PUSH OVER GROUND DRAG			-		
			-		
	-				
			-		
			-		
			-		
MONEY			-		
PP			-		
GP			-		
SP					
СР			_		
Art			_		
Gems			-		
Misc.					

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES	NO ⁻	TES
		
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	·	

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES	ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES	NOTES
		-

		ATUED DO	0050010110	
ITEM	Wgt.	OTHER PO	SSESSIONS ITEM Wgt.	ITEM Wgt.
				1
				1
				1
-				
				1
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				1
				1
-				
				1
				1
Weight Carried Ibs	0	Weight Carried lbs 0	Weight Carried lbs 0	Weight Carried lbs 0

NAME		TY	PE		LEVEL (HD)	SIZE	ALIG	NMENT	GENDER	<u> </u>	HEIGHT	WEIG	нт	AGE	SOURCE	
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. TEMP. SCORE MODIFIE	t	TOTAL	TEMP.	WOUND	s N	ON-LETHAL DAMAGE	LAND	CLIMB	SWIM	BURROW	FLY	ENERGY RE	SISTANCE
STR STRENGTH				HF HIT POI												
DEX				AC		= 10 +	+									
CON				ARMOR O	TOTAL	J	ARMOR BONUS	NATURAL ARMOR	DEX MODIFIER	SIZE MODIFIER	DODGE BONUS	DEFLECT BONUS	MISC. BONUS	ARMOR CHECK	DAMAGE RI	EDUCTION
CONSTITUTION				TOU	CH 10	S		0	SKILIS		5	SKILLS		PENALTY	MAX RANI	
INT INTELLIGENCE				ARMOR O		SPELL RES			CLASS SKIL	SK	ILL NAME		KEY ABILITY	SKILL MODIFIER =	ABILITY MODIFIER + RANK	+ MISC. BONUS
WIS WISDOM				ARMOR O		3P <i>F</i>	ACE	Щ	Acro Clim	obatics nb			Dex * Str *	=	+ 	+
CHA						RE/	ACH			ape Artist			Dex *	=	+	+
CHARISMA		TEMP.			TEMP.			TEMP.	Fly Intir	nidate			Dex * Cha		+	
FORTITUDE	+0	MODIFIER	BAB	+0	MODIFIER	MELEE	+0	MODIFIER	Per Stea	ception			Wis Dex *	=	+ +	+
REFLEX] [BASE ATTACK BONL		2	ANGED				vival			Wis		+	+
DEXTERITY	+0]	MANEUVER BONUS	0		TACK BONUS	+0	[Swi	m			Str *	=	+ 	+
WILL	+0		CMD MANEUVER DEFENS	10	IN	ITIATIVE	+0						-	=	+	+
PR	IMARY		TOTAL ATTAC	K BONUS	DAM	AGE	CRITI	ICAL					-	=_=	+	
													-	=	+	+
			SPECI	L PROPERTIES					Skill	ranks cann	ot be greate	er than HD		=_	+	_+
			AMMUNITION [00000	Skill	s marked w	ith ⊠ are cl	ass skills.				
SECO	ONDAR	Υ	TOTAL ATTAC	KBONUS	DAM	AGE	CRITI	ICAL					GEAR			
			SPECI	L PROPERTIES						ITE	EMS		Wgt.		TEMS	Wgt.
TER	RTIARY		AMMUNITION [DAM.		CRITI									
			ODFO!	I DOODEDTIES												
			SPECI	L PROPERTIES												
PROTEC	CTIVE I	TEM			000 00000				-							
PROTEC	CIIVE	I = IVI	TYPE		ARMOR BONUS		MAX DEX BONU	JS								
ACP	SPELL FAIL	URE SPEE	ED WEIGHT		SPECIAL P	ROPERTIES										
			ANIMAL COM	NANION O	HALITIES				-							
		,	ANIMAL COMI	ANION Q	UALITIES						TOTAL W	VEIGHT (Ilhs		GEAR WEI	GHT 0 lbs.
												VEIGITI	103.			
											NOTES			EN	CUMBRANCE	
													= L	SHT LOAD	MED LOAD	HEAVY LOAD
														SHI LOAD	MED LOAD	HEAVY LOAD
													_	FT OVER	LIFT OFF	PUSH DRAG
													_ _		GROUND	
									-							
									-				_			
													— <u> L</u>			
												SPE	CIAL ABIL	ITIES		

NAME TYPE HD SIZE ALIGNMENT	GENDER HEIGHT WEI	GHT AGE	SOURCE
ADJUTY ABILITY ABILITY TEMP. TEMP. TOTAL TEMP. NO.	N-LETHAL LAND CUMP CHAIN	BURROW FLY	ENERGY RESISTANCE
STR HP	DAMAGE LAND CLIMB SWIM		
STRENGTH HIT POINTS HIT POINTS			
DEX AC ARMOR CLASS = 10 +	+0 +0 +0	+0 +0	
CON TOTAL ARMOR NATURAL BONUS ARMOR	DEX SIZE DODGE DEFLECT MODIFIER MODIFIER BONUS BONUS	MISC. ARMOR BONUS CHECK PENALTY	DAMAGE REDUCTION
CONSTITUTION TOUCH SR	SKILLS		MAX RANKS:
INT INTELLIGENCE ARMOR CLASS SPELL RESISTANCE	SKILLS SKILL NAME	KEY SKILL MODIFIER = AI	BILITY DIFIER + RANKS + MISC. BONUS
SPACE SPACE	Acrobatics	Dex * =	+ +
WIS WISDOM REACH	Appraise	Int =	+ +
CHA	Bluff Climb	Cha = = = = = = = = = = = = = = = = = = =	
CHARISMA TEMP. TEMP. TEMP. TEMP.	Diplomacy	Str * = Cha =	+ + +
SAVING THROWS TOTAL NODIFIER TOTAL MODIFIER TOTAL MODIFIER TOTAL MODIFIER FORTITUDE BAB MELEE	Disable Device	Dex * =	+ +
CONSTITUTION BASE ATTACK BONUS ATTACK BONUS	Disguise	Cha =	+
REFLEX CMB RANGED	Escape Artist Fly	Dex * = =	+ + +
DEXTERITY MANEUVER BONUS ATTACK BONUS ATTACK BONUS	Handle Animal	Cha =	+ +
WILL WISDOM MANEUVER DEFENSE INITIATIVE	Heal	Wis =	+ +
PRIMARY TOTAL ATTACK RONLIS DAMAGE CRITICAL	Intimidate	Cha =	
PRIMARY TOTAL ATTACK BONUS DAMAGE CRITICAL	Knowledge (arcana) Knowledge (dungeoneering)	Int ==	+ + +
SPECIAL PROPERTIES	Knowledge (engineering)	Int =	+ +
	Knowledge (geography)	Int =	+ +
AMMUNITION DODGE COORD COORD COORD COORD	Knowledge (history) Knowledge (local)	Int = =	+ + +
SECONDARY TOTAL ATTACK BONUS DAMAGE CRITICAL	Knowledge (nature)	Int =	
	Knowledge (nobility)	Int =	+ +
SPECIAL PROPERTIES	Knowledge (planes)	Int=	++
	Knowledge (religion) Linguistics	Int = = = = = = = = = = = = = = = = = = =	+ + +
TERTIARY TOTAL ATTACK BONUS DAMAGE CRITICAL	Perception	Wis =	+ +
	Ride	Dex * =	+ +
SPECIAL PROPERTIES	Sense Motive Sleight of Hand	Wis = = = = = = = = = = = = = = = = = = =	+ + +
	Spellcraft	Int =	+ +
PROTECTIVE ITEM AMMUNITION	Stealth	Dex * =	+ +
PROTECTIVE ITEM TYPE ARMOR BONUS MAX DEX BONUS	Survival	Wis =	
ACP SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES	Swim Use Magic Device	Str * = = = =	+ + +
	·	=	+ +
FAMILIAR SPECIAL QUALITIES		=_	
	Skill ranks cannot be greater than HI	=_	++
	Skills marked with ⊠ are class skills. * ARMOR CHECK PENALTY applies		
	ARTHOR OFFEDRAL PROPERTY	GEAR	
	ITEMS	Wgt.	MS Wgt.
		a 1	05151451015 011
	TOTAL WEIGHT	0 lbs.	GEAR WEIGHT 0 lbs.
	NOTES	ENC	UMBRANCE
		LIGHT LOAD	MED LOAD HEAVY LOAD
		LIFT OVER	LIFT OFF PUSH DRAG
		— 	GROUND PUSH DRAG
			Azu Dau Du
		(Spd: normal, N	Max Dex Bonus: normal).

NAME TYPE	HD SIZE	ALIGNMENT	GENDER HEIGHT	VEIGHT	AGE SOURCE	
ABILITY ABILITY TEMP.	TEMP. TOTAL TIME	DAMAGE	LAND CLIMB SWIM BURF		ENERGY RESISTAN	CE
STR SCORE MODIFIER SCORE MC	DDIFIER HP				ENERGY REGIONAL	
STRENGTH	HIT POINTS					
DEX DEXTERITY	AC ARMOR CLASS	+				
	TOTAL ARMOR BONUS	NATURAL DEX ARMOR MODIFIER	SIZE DODGE DEFLECT MIS MODIFIER BONUS BONUS BON	C. US	DAMAGE REDUCTION	ON
CONSTITUTION	TOUCH	SR	ਤੋਂ SKILL	S	MAX RANK	S:
INT		RESISTANCE	SKILL SKILL NAME	KEY ABILITY	SKILL ABILITY HODIFIER + RANKS	MICO
INTELLIGENCE	FLAT	PACE	Acrobatics	Dex *	= +	+
WIS WISDOM	ARMOR CLASS		Appraise	Int	= +	
CHA	RI	EACH	Bluff	Cha	= +	+
CHARISMA			Climb	Str *	= +	_+
SAVING THROWS TOTAL TEMP. MODIFIER	TOTAL TEMP. MODIFIER	TOTAL TEMP. MODIFIER	Diplomacy Disable Device	Cha Dex *	= + = +	_+
FORTITUDE BAA CONSTITUTION BASE ATTAC			Disguise Device	Cha		+
REFLEX CM	2		Escape Artist	Dex *	= +	+
DEXTERITY MANEUVER			Fly	Dex *	= +	_+
WILL			Handle Animal Heal	Cha Wis	=	
WISDOM MANEUVER I	DEFENSE		Intimidate	Cha	= + +	_+
ATTACK TOTAL	ATTACK BONUS DAMAGE	CRITICAL	Knowledge (arcana)	Int	= +	+
			Knowledge (dungeoneering)	Int	= +	+
	SPECIAL PROPERTIES	l	Knowledge (engineering)	Int	=+	
			Knowledge (geography) Knowledge (history)	Int Int	= + + + +	+
	ON 00000 00000 00000 NG			Int	= +	
ATTACK TOTAL	ATTACK BONUS DAMAGE	CRITICAL	Knowledge (nature)	Int	= +	+
	SPECIAL PROPERTIES		Knowledge (nobility)	Int	=+	_+
			Knowledge (planes) Knowledge (religion)	Int Int	= + + + +	+
AMMUNITIC			I have detired	Int	= +	
ATTACK	ATTACK BONUS DAMAGE	CRITICAL	Perception	Wis	= +	+
			Ride	Dex *		
	SPECIAL PROPERTIES	•	Sense Motive Sleight of Hand	Wis Dex *	= + + + +	+
			Spellcraft	Int	= +	+
	N 0000 0000 0000		Steam	Dex *	= +	+
EIDOLON	SPECIAL QUALITIES		Survival Swim	Wis Str *	= + = +	_+
			Use Magic Device	Cha		
					= +	+
					=+_	_+
			Skill ranks cannot be greater than	HD	=+	_+
			Skills marked with ⊠ are class sk * ARMOR CHECK PENALTY app	lls.		
			ARRIVOR OFFICIAL PROPERTY APP	GEAR		
			ITEMS	Wgt.	ITEMS	Wgt.
			-			
					2515.05	
			TOTAL WEIGH	T 0 lbs	GEAR WEI	JHI 0 lbs
			NOTES		ENCUMBRANCE	
				ш	GHT LOAD MED LOAD	HEAVY LOAD
				I F		
				-	IFT OVER LIFT OFF GROUND	PUSH DRAG
				г		
					Spd: normal, Max Dex Bonus	: normal).