CHARACTER				PL	AYER .			νĐι	ĮNGE	EONS	ਤੇ ਤਾ
CLASS				LE	VEL _						
RACE				AL	IGNME	NT		ノシ	RAGO	SUR	
PATRON DEITY/RELIGION								CHARACT	FR RECO	ORD SHE	EΤ
ORIGIN			RESIDEN	NCE				0.13.10.10		7110 0112	
ABILITY SCORES	TEMP	ТЕМР	НП	POIN	ITS		SKILLS APPRAISE	CROSS CLASS TO	MAX RA	NKS = LVL+3(
STRENGTH DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA	MOD SCORE	D,	MAX AMAGE DUCTION TYPE(S)	cı	JRRENT		AUTOHYPNOSIS BALANCE ■ BLUFF ■ CLIMB ■ CONCENTRATION ■ CRAFT ■ (_)	WIS DEX* CHA STR* CON INT		
C. I. (1.3 N.) (AR	MOR	= (0)	AC WHEN			DIPLOMACY ■ DISABLE DEVICE		CHA		
ARMOR = 10 + CLASS	мс	DDIFIERS ————————————————————————————————————	MISC 1 MISC 2	AC VERSU TOUCH A' MISS CHA MAX DEXT BONUS ARMOR C PENALTY ARCANE S FAILURE SPELL RES	STED STACKS INCE FERITY HECK		DISGUISE ESCAPE ARTIST FORGERY GATHER INFORMATION HANDLE ANIMAL HEAL HIDE INTIMIDATE		CHA DEX* INT CHA CHA WIS DEX*		
	G THROW	МОД	IFIERS ———		TIAT		JUMP ■ KNOWLEDGE (;	STR*		
FORTITUDE	2 3 4	CON CON	GIC MISC	TOTAL	DEX	MISC	KNOWLEDGE (_;	INT	+	+
REFLEX		DEX	+			MODIFIED	KNOWLEDGE (INT	\dashv	$\dashv \dashv$
WILL		WIS		SPEED	DASE	MODITIED	LISTEN ■		WIS		
TOTAL MELEE RANGED	MULTIPLE ATTA	5тн 1	CLASS BASE	4 ABILITY STR DEX	- MODIFIE SIZE MIS		OPEN LOCK PERFORM (PERFORM (PERFORM ()))	CHA CHA WIS		
GRAPPLE	-5 -10 -15	1		STR			PSICRAFT		INT		
FLURRY OF BLOWS				STR		\top	RIDE ■		DEX	\perp	\perp
	ADDITIO	NAL MODIFIERS					SEARCH SENSE MOTIVE SENSE MOTIVE SELEIGHT OF HAND SPELLCRAFT SPOT STABILIZE SELF SURVIVAL		WIS DEX* INT WIS CON		
	WEA	APONS					SWIM ■	#	STR*		
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	TUMBLE USE MAGIC DEVICE		CHA		
						<u> </u>	USE PSIONIC DEVICE	\Box	СНА	\Box	\Box
NOTES			<u> </u>				USE ROPE ■	\rightarrow	DEX	+	+
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	-		+	\dashv	$\dashv \dashv$
NOTES											
NOTES WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE		SIZE		-	+	+	+
WEAPON	ATT BONUS	DAMAGE	CRITICAL	KANGE	TIPE	3126			++	+	\dashv
NOTES					<u> </u>						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	■ DENOTES SKILL CAN BE USED UNTRA			IES (DOUBLE FOR	: SWIM)
NOTES	1				<u> </u>			PROFICIENCI ARMOR: 🚨 LIGH		M HEAVY	SHIFIDS
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE		= 2.01	25.51		
NOTES											

EQUIPMENT

			EQUIPME	111				
ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
	<u> </u>							
	<u> </u>							
							-	
	<u> </u>							
CURRENT LOAD						TOTAL WEIGHT CARRIED		
MOVEMENT &	LIFTING		EXPERIEN	ICE		MONEY & (GEMS	
WALK		RUN	TOTAL EXPERIE			CP —		
MOVEMENT						CF —		
	= 2 x BASE SPEED = 4 x LIFT OFF GROUND PUSH					SP —		
LIFTING			XPS NEEDED FOR N	EXT LEVEL				
= MAX LOAD	= 2 × MAX LOAD = 5 ×	MAX LOAD	HIT POINTS BY	LEVEL		GP —		
	_	RUN		·		PP —		
	RMAL NORMAL N	_						
 		×4				GEMS —		
HEAVY +	-1 –6	×3						
			SPECIAL ABILITII	FS & FF AT	٦ς			
			51 ECI/E/(OIEIIII	L5 & 1 L7 (1	$\overline{}$			$\overline{}$
						1 4410414	CEC	
						LANGUA	ot5	

SPELLS SPELLS & POWERS SPELLS BONUS # SPELLS SPELL LEVEL SAVE DC PER DAY SPELLS KNOWN 0 0 1st 2ND 3_{RD} 4тн 5тн 6тн 7тн 8тн 9тн SPELL SAVE - MODIFIERS -ABILITY DC MOD = 10 +TURN UNDEAD — MODIFIERS — TURNING TIMES/DAY СНА MISC CHECK СНА СНА TURNING MODIFIERS MISC DAMAGE LEVEL = 2d6 + CHA **PSIONICS** # POWERS KNOWN LEVEL # POWERS LEVEL POWER POINTS 0 5тн 1st 6тн 7тн 2ND FREE 8тн 3rd MANIFESTATIONS 9тн 4тн PSIONIC COMBAT EGO ID MIND MIND PSYCHIC THRUS CRUSH WHIP NSIN BLAST DEFENSES EMPTY MIND +1 -2 +3 -3 -5 -2 +1 +0 +6 +4 INTELLECT FORTRESS MENTAL BARRIER -1 +4 -3 +1 +3 -4 -1 -2 +4 THOUGHT SHIELD +2 +3 TOWER OF IRON WILL +0 -1 +5 -3-8 _9 -8 NONPSIONIC -8 FLAT-FOOTED/POWERLESS +8 +7 +8 +8 +8 HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
NOTES													
NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
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CHARACTER DESCRIPTION

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HEIGHT WEIGHT HAIR EYES SKIN HANDEDNESS CHARACTER SKETCH QUOTE(S) CONTACTS/FRIENDS ENEMIES	CHARACTER NAME	AGE			SEX		
HAIR EYES SKIN HANDEDNESS PERSONALITY QUOTE(S) CONTACTS/FRIENDS ENEMIES EYES HANDEDNESS CHARACTER SKETCH	DESCRIPTION	BIRTH DATE					
PERSONALITY QUOTE(S) CONTACTS/FRIENDS ENEMIES CHARACTER SKETCH		HEIGHT			WEIGHT		
QUOTE(\$) CONTACTS/FRIENDS CHARACTER SKETCH CH		HAIR			EYES		
QUOTE(S) CONTACTS/FRIENDS ENEMIES		SKIN			HANDEDNESS		
QUOTE(S) CONTACTS/FRIENDS ENEMIES	PERSONALITY			CH	HARACTER SKETCH		
CONTACTS/FRIENDS ENEMIES							
CONTACTS/FRIENDS ENEMIES				1			
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CONTACTS/FRIENDS ENEMIES				1			
CONTACTS/FRIENDS ENEMIES			_				
ENEMIES	QUOTE(S)			1			
ENEMIES							
	CONTACTS/FRIENDS						
BACKGROUND & NOTES	ENEMIES						
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BACKGROUND & NOTES							
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