Character Name								Player Nai	me					
Class & Level								Race		Align	ment		Deity	
Size	Height		We	ight	A	ge		Gender		Appearance				
	≫ Abi	lity	Sco	res «	;					**	Healt	th «		
Modifier		Base Score	Level Bonus		Enhance	Misc. Modifier			Max Hit Points					
STR Strength	=	+			+ +			Cur	rent					
DEX Dexterity	=	+		+ -	+ +				THE FORMS					
CON	=	+		+ -	+ +									
INT ntelligence	=	+		+ -	+ +									
WIS Wisdom	=	+		+ -	+ +									
CHA Charisma	=	+		+ -	+ +									
						-3 55	Coml	hat <i>u</i>	4					
						M	Com	vai «		Base Atk. Stre	ngth Size	Misc.		
nitiative	Ва	ıse At	tack 1	Bonus			G	rapple	Total	Bonus Mod	ifier Modife +		Speed	
_								11					. 1	
Weap	on		Attacl	Bonus	Dai	nage	Criti	ical	Type	Range		Ammunitio	n/Notes	
		**	Arn	nor «	*						≫ Sav	ing T	Γhrows	**
Total		Armor Bonus	Shield Bonus	Dexterity Modifier	Size Modifier	Natural Armor	Deflection Modifier	n Misc. Modifier			Total	Base Save M	Ability Magio Iodifier Modife	: Mi er Moo
AC =	= 10 +_	+		+	++	·	+	+		Fortitude	n)	+	+	+
ouch	Flat-Fo	ooted	[Dan	nage Re	educti	ion			Reflex	y)	+	+	+
rmor Class	1146 1	Armor Class	5							Wil (Wisdon	1 =	+	+	+
waa o ==		Descript	tion			Max. Dex.	Check Penalty	Weight						
rmor														
hield										Experience	е			

≫ Skills **≪**

≫ Feats & Special Abilities ≪

Skill Name	Key Ability	Skill Modifier	Ranks	Ability Modifier	Misc. Modifier	
		=			+	
☐ Appraise *	INT				+	
☐ Balance *†	DEX				+	
☐ Bluff *	CHA					
☐ Climb *†	STR	=			+	
☐ Concentration *	CON	=			+	
□ Craft * ()) INT	=			+	
☐ Craft * ()) INT	=			+	
☐ Craft * ()) INT	=			+	
☐ Decipher Script	INT	=			+	
☐ Diplomacy *	CHA	=			+	
☐ Disable Device	INT	=			+	
☐ Disguise *	CHA	=			+	
☐ Escape Artist *†	DEX	=			+	
☐ Forgery *	INT	=		+	+	
☐ Gather Information *	CHA	=	·	+	+	
☐ Handle Animal	CHA	=	·	+	+	
☐ Heal *	WIS	=	·	+	+	
☐ Hide *†	DEX	=		+	+	
☐ Intimidate *	СНА	=		+	+	
□ Jump *†	STR	=	=	+	+	
☐ Knowledge ()		=	-	+	+	
☐ Knowledge ()	,	-	-	+	+	
☐ Knowledge ()		=		+	+	
☐ Knowledge ()		=	=	+	+	
☐ Knowledge ()		=	=	+	+	
☐ Listen *	WIS	=	=	+	+	
☐ Move Silently *†	DEX	=	=	+	+	
☐ Open Lock	DEX		=	+	+	
□ Perform ()			=	+	+	
□ Perform ()	, с		=	+	+	
□ Perform ()	,	-	-	+	+	
□ Profession ()	,			+	+	
☐ Profession ()	,			+	+	
☐ Ride *	DEX			+	+	
□ Kide □ Search *				+	+	
☐ Sense Motive *	INT			+	+	
	WIS			+	+	
☐ Sleight of Hand †	DEX				+	
□ Spellcraft	INT			+	+	
□ Spot *	WIS			+	+	
□ Survival *	WIS			+	+	
□ Swim *†	STR			+	+	
□ Tumble †	DEX			+		
Use Magic Device	CHA				+	
□ Use Rope *	DEX				+	
D					+	
D					+	
* Skill can be used untrained.						
† Armor check penalty applies (do	uble penal	ty for swim)).			
≫ L	angu	ages	//			
	0	_				

≫ Possessions **≪**

Description	Weight	Description	Weight
			_
≫ Money ≪		» Carrying Cap	acity ≪
Copper		Light Load	
Silver		Medium Load	
Gold		Heavy Load	
Platinum		-	
1 10011111111			

≫ Spells ≪

		4th				9th			
		3rd				8th			
		2nd				7th			
	 	1st				6th			
	 	0	Save DC	т ст Бау	эрспэ	5th	Save DC	т ст Бау	
	 	Lavel	Spell Save DC	Spells Per Day	Bonus Spells	Level	Spell Save DC	Spells Per Day	Bonus Spells
	 	Spell	Save Modifier _		Ar	cane Sp	ell Fai	lure	%
	 	- "				=	11	.1	

≫ Spells ≪
