character name  class race				player					<u>LIUNGEONS</u>							
				alignmen	t		- TRAGONS									
	- cizo			gandar	_		deity	hoir	CHARA	CTER	RECO	RD S	SHEE	TS		
Tevel	size	age	F1400040V T	gender	height	weight	eyes	hair		DAMAGE	LUT DIE					
ABILITY NAME	ABILITY SCORE		SCORE N	EMPORARY MODIFIER	TOTAL	WOUNDS	S/CURRENT HP	SUBDUAL DA	AMAGE	DAMAGE REDUCTION	HIT DIE TYPE		SPEE	D		
STR strength		ш		hit	HP points			] [								
DEX				arm	AC or class	= 10 +	+ +	+ + +	+							
CON					TOTAL	AR BO	MOR SHIELD NUS BONUS		ATURAL MISC ARMOR MODIFIER	!	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE		
constitutio				II.	JITIATIVE modifier	=	+	SS		SKILI			AX RANKS	/		
intelligenc	e			_	mourrier	TOTAL MOI	DEX MISC DIFIER MODIFIER	SKILL NAM	_	KEY	SKILL	ABILITY		MISC		
WIS		Ш			BASE ATTA			g skill nav	1E	ABILITY	MODIFIER	MODIFIER	RANKS	MISC MODIFIER		
CHA charisma					bonus			□ Alchemy		int		=	_+	_+		
	TUDOWS	TOTAL	BASE	ABILITY MA	GIC MISC. TEM	PORARY		☐ Animal em ☐ Appraise r		cha int		=	+	_+		
FORT	THROWS	I I	- SAVE	MODIFIER MOD	IFIER MODIFIER MO	DIFIER	nal modifiers	□ Balance r		dex*		- =	 _+	 +		
	itution)		]=	<u> </u> ++_	++			□ Bluffr □ Climbr		cha str*		=	_+	_+		
REF (dex	ELEX terity)		<u> -</u>	++	+			Concentra	ation r	con		=	_+ +	_+ +		
W	ILL		]=	+ +	<b>+</b> +			□ Craft r ( _		) int		=	_+	_+		
(WIS	dom)		·					☐ Decipher S ☐ DipLomacy		int cha		=	_+	_+		
			TOT	Δ1	ST	R SIZE	MISC TEMPORA	- D'I-I - D-		int		=	_ <sup>+</sup>	_ <sup>+</sup>		
Λ	/IFI FF		101	AL BASE A	TTACK BONUS MODI	FIER MODIFIER	MODIFIER MODIFIE	□ Disguise i		cha		=	_+	_+		
	tack bonus					Ⅎ'├─	= -	☐ Escape Art ☐ Forgery r	ISU	dex* int		= =	_+	_+		
K.F at	ANGED tack bonus			=	TTACK BOALIS	++	+	☐ Gather Int				=	_+	_+		
			TOT	AL BASE A	TTACK BONUS DE MODI	X SIZE FIER MODIFIER	MISC MODIFIER	□ Handle Ar □ Heal r	nimal	cha wis		=	_+	_+		
	WEAPO	N				,		_ □ Hide r		dex*		= =	_+ +	_+ +		
	WLAIO	IV		OTAL ATTACK	BONUS D	AMAGE	CRITICAL	☐ Innuendo		wis		=	_+	+		
DANIOE	WEIGHT	TVD	_	0175	CDEOL	N DDODEDTIE		☐ Intimidate ☐ Intuit Dire		cha wis		=	_+ +	_+ +		
RANGE	WEIGHT	TYP	<u>E</u>	SIZE	SPECIA	AL PROPERTIE	.5	_ Jump r		str*		=	_' _+	' +		
										int re		=	_+	_+		
	WEAPO	N		OTAL ATTACK	BONUS D	AMAGE	CRITICAL	& engineeri		int		=	_+	+		
								☐ Knowledg				=	_+	_+		
RANGE	WEIGHT	TYP	E	SIZE	SPECIA	AL PROPERTIE	S	<ul><li>☐ Knowledg</li><li>☐ Knowledg</li></ul>		int int		= =	_+ +	_+ +		
								☐ Knowledg	e (nature)	int		=	_+	_+		
	WEAPO	N		!				☐ Knowledg ☐ (nobility & □		int						
	VLAPU	LA		OTAL ATTACK	BONUS	AMAGE	CRITICAL	☐ Knowledg	e (the planes)			=	_+ _+	_+ _+		
DANGE	WEIGHT			CLZE	0050	N DDARES	·	<ul><li>☐ Knowledg</li><li>☐ Listen r</li></ul>	e (religion)	int		=	+	_+		
RANGE	WEIGHT	TYP	E	SIZE	SPECIA	AL PROPERTIE	5	☐ Listen r	ntly r	wis dex*		= =	+	_+ +		
								☐ Open Lock		dex		=	_+	_+		
A DN 40 E	VDDOTEOT							□ Perform r _ (	(	)						
ARIVIOR	PROTECT	IIVEIIE	.IVI	TYPE	ARMOR BON	IUS MA	X DEX BONUS	\				=	+	_+		
								☐ Pick Pocke		dex*		=	_+	_+		
CHECK PE	NALTY SPELI	L FAILURE	SPEE	D WEIGHT	SPE	CIAL PROPER	TIES	☐ Read Lips	1 (	) wis int		=	_+ +	_+ +		
								□ Ride r		dex		=	_+	_+		
SHIELD/	PROTECTI	VE ITEN	ARMC	OR BONUS   W	/EIGHT   CHECK	PENALTY L	SPELL FAILURE	□ Scry r □ Search r		int int		=	_+	_+		
								☐ Sense Mot		wis		=	_+ _+	_+ _+		
			SF	PECIAL PROPE	RTIES			□ Spellcraft		int		=	+	_+		
								□ Spot r □ Swim r		wis str**		= =	_+ +	_+ +		
				IOITINUMMA	N			☐ Tumble	Б.	dex*		=	-· _+	·		
		_						<ul><li>☐ Use Magic</li><li>☐ Use Rope r</li></ul>		cha dex		=	_+	_+		
			38888   38888   38888				3000 0000C 3000 0000C	□ Wildernes		wis		=	_+ _+	_+ _+		
			ا لالالالات			U		,				=	+	+		

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				SPECIAL	ABILITIES	S/FEATS		SPEL	LS	
campaign			-				0:			
experience points										
							1st:			
		AR		-						
ITEM	WT.	ITEM	WT.							
							2nd:			
							21			
							3rd:			
							4th:			
				-			5th:			
							6th:			
				-						
							7th:			
							8th:			
							9th:			
							SP	ELL SA	VE	
										DC MOI
							SPELL SAVE DC	LEVEL	SPELLS	BONUS
							SAVE DC		PER DAY	
				LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		0		0
								1ST		
				LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG		2ND		
				EQUALS MAX LOAD	2 ~ MAX LOAD	5 ~ MAX LOAD		3RD		
		TOTAL WEIGHT CARRIED			ANGUAGE	ς		4TH		
	MO	NEY						5TH		
		guages + Int bonus ige) = 2 skill points								
cp —								6TH		
				-				7TH		
sp —								8TH		
								9TH		
gp —							nu	mber of sp	ells kno	wn
								1st		
pp —								4th 7th		