CHARACTER NAME		PLAYER	PLAYER		CLASS AND LEVEL	$\subset$	Wizards Wi			
RACE	GENDER	AGE	HEIGHT	WEIGHT	PATRON GOD		INSPIRAT USED		Crossbo CHARACTER S	
Personality					Bonds					
					Heart's Desire					
Background										
					Darkest Fear					
	MAX HP CUI	RRENT	TEMP. HP		TOTAL ARMOUR	SHIELD	DEX	DODGE	SIZE	MAGIC
HP				AC	= 10 + +	+	+	+	+	
ABILITITY		- '		-	Touch		Stunned		Stunned	
Scores	BASE MODIFIER M	AGIC TOTAL	NOTES / TEMPO	RARY CHANGES	(AC without		(AC without D		(AC with on	
		$\dashv \vdash \vdash$			or Shield bo	nuses.)	or Dodge bo		and Magic bo	nuses.)
Dex	+	=			Skills			Points	Per Level:	
Con	<b>→</b> +	=			Racial Bonus Skills					
Int		二二			STRENGTH	TOTAL	STR	RANKS	CLASS	TEMP
					Boating		=	+	+	
Wis	+	=			Climb		=	+	+	
Cha					Dig		=	+	+	
					□ Run/Jump		=	+	+	
SAVING THROWS	TOTAL BASE (	CON MAGIC	INNATE	IOTES / TEMP.	Swim		=	+	.+	
Fort	= +	+	+		DEXTERITY	TOTAL	DEX	RANKS	CLASS	TEMP
Ref	=+ <u></u>	+	+		Balance			<u> </u>	.+	
Will		wis .			Move Silently			<u> </u>	.+	
VVIII	= +	+	+		Open Lock			<u>; —</u>	· <u>†</u>	
Enduran		RANCE CHECK TRACK	(		Slip Free			+ +		
	10	11 12 13	14 15 16 1	7 18 19	Use Rope				· <del>'</del>	
ATTACK MODIFIER	TOTAL BASE	ATTACK STR	SIZE M	AGIC TEMI	Camouflage	TOTAL	INT = -	RANKS	CLASS	TEMP
Mêlée		+	++		Decipher Script	-		· +	· ——	
Ranged	=	+	<u>`</u> _++		Disable Device			+	+	
Cumala		::::			□   □ Heal		=	+	+	
Grapple	In	itiative	Spe	ea	Lore		=	+	+	
V	Veapon	•			LORE SPECIALTIES					
· ·	reapon	TOTAL ATTACK E	BONUS DAMAG	Е ТҮРЕ	<b>-</b>					
	NOTES AND SPECIAL	PROPERTIES	SI	ZE SLOTS	WISDOM	TOTAL	WIS	RANKS	CLASS	TEMP
					Intuit Direction		=	+	+	
V	Veapon	TOTAL ATTACK E	BONUS DAMAG	E TYPE	Listen		=	+	.+	
	·	TOTAL ATTACK	DAIVIAG	1172	Spot		=	+	+	
	NOTES AND SPECIAL	PROPERTIES	SI	ZE SLOTS	Track	_		<u>†</u>	.+	
				ļ	Survival		=	+	+	
	Armour	TYPE /	AC BONUS MAX D	EX. SLOTS	CHARISMA	TOTAL	CHA	RANKS	CLASS	TEMP
					Bluff			+ +	+	
	NOTES A	AND SPECIAL PROPE	RTIES		Disguise Handle Animal	-		- +	. <del>*</del>	
<u> </u>					Handle Animal Parley	-		- +	. <del>-</del>	
	Shield	AC BONUS	NOTES AND PROPERTI	ES SLOTS	Sense Motive			- +	+	
					Serise Motive			·	· ' ——	

Equipment Slots		EXPERIENCE POINTS	NEGATIVE L	EVELS	CAUSE OF DEATH				
1		Specio	al Abilitie	S		Feats			
2									
3					-				
4									
_									
5									
6									
7									
8					-				
9									
10	Spells								
11		Spellcraft	TOTAL LEV		OD				
12		LEVEL SLOTS	EXPENDED	<b>_+</b> DC	Spell DC = 10 -	- Ability Mod + Spell EXPENDED	Level DC		
13		1			2				
14					_				
15									
16									
17									
18									
19									
20		SLOTS	EXPENDED	DC	LEVEL SLOTS 4	EXPENDED	DC		
21		J			-				
22									
23									
24									
25									
26									
	SMALL ITEMS								
		SLOTS	EXPENDED	DC					
					-				