DRAGONS	CHARACTER NAME			
R	CLASS AND LEVEL	RACE	ТҮРЕ	AND SUBTYPE
MENT RELIGION	SIZE AGE	GENDER HEIGHT	WEIGHT	REGION OF ORIC
TY ABILITY ABILITY TEMPORARY TEMPORARY score modifier		IFIER SIZE NATURAL DEFLECTION MISC. MODIFIER MODIFIER MODIFIER MODIFIER	TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS
	TOTAL NONLETHAL DAMAGE	CONDITIONAL AC MODIFIERS		ACTION POINTS
N N N N N N N N N N N N N N N N N N N	WOUNDS/CURRENT HP	sk Sk		MAX RANKS (CLASS/CROSS-CLASS)
	AGE	SKILL NAME	KEY	SKILL ABILITY RANKS MC
	DEX MISC. TOTAL MODIFIER MODIFIER	□ Appraise ■	INT	=++
	ATIVE = +	□ Balance ■ □ Bluff ■	DEX* CHA]=++ =+ +
G THROWS TOTAL SAVE MODIFIER MODIFIER MODIFIER	TEMPORARY		STR*	=++
	MODIFIER CONDITIONAL MODIFIERS	Concentration ■ Craft ■ (con) int	└── 」 ≡++
		□ Craft ■ () INT) INT	=++
(DEXTERITY) = + + +		□ Craft ■ (_) int	=++
WILL = + + +	+	□ Decipher Script □ Diplomacy ■	INT CHA	
		□ DISABLE DEVICE	INT	=
ATTACK BONUS		□ Disguise ■	СНА	=+++
PPLE		□ Escape Artist ■ □ Forgery ■	DEX* INT	
MODIFIER	SPEED	☐ GATHER INFORMATION ■	СНА	[_] ⁺ ⁺
TOTAL BASE ATTACK STRENGTH SIZE MI BONUS MODIFIER MODIFIER MC	DIFIER	□ HANDLE ANIMAL	СНА	=++
		□ Heal ■ □ Hide ■	WIS DEX*	
ATTACK BONUS	DAMAGE CRITICAL	□ Intimidate ■	СНА	;;;
TYPE NOTES		□ JUMP ■	STR*	=++
		□ Knowledge (□ Knowledge (_) INT) INT	=+++
ION		□ Knowledge (_) int	=++
	DAMAGE CRITICAL	□ Knowledge (□ Knowledge (_) INT _) INT	=++
		□ Listen ■	wis	T
TYPE NOTES		□ Move Silently ■	DEX*	=++++++++
ION 00000 000		□ Open Lock □ Perform (DEX) CHA	
TACK ATTACK BONUS	DAMAGE CRITICAL	□ Perform () сна	++
		PERFORM (_) СНА	=++
TYPE NOTES		□ Profession (_) wis _) wis	=++
		□ Ride ■	DEX	=++
on 000 000		□ Search ■ □ Sense Motive ■	INT WIS	=++
ACK ATTACK BONUS	DAMAGE CRITICAL	□ Sleight of Hand	DEX*	=++
TYPE NOTES		SPELLCRAFT	INT	=++
TYPE NOTES		□ Spot ■ □ Survival ■	WIS WIS	
ION			wis Str*	[_] [_] ⁺ ⁺ ⁺
TACK ATTACK BONUS	DAMAGE CRITICAL	TUMBLE	DEX*	=++
		🗌 Use Magic Device	СНА	=+++
ĺ		🗆 Use Rope 🔳	DEX	

POSSESS	IONS			
WEIGHT	ITEM	LOCATION	PAGE REF.	WEIGHT
		TOTAI	WEIGHT	

	CA	RRYING	CAPACI	TY		LANGUAGES
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD	INITIAL LANGUAGES=Common + racial languages + Int bonus EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point
		CONT	INERS			
		CONTA				
CONTAINER		CAPACITY			WEIGHT	

W	'EALTH		
MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP			

FEAT	PAGE REF.	FEAT	PAGE REF.
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SPECIAL ABILITIES	
	PAGE REF.
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SP	ELLS A	ND IN	FUSION	S
SPELL SAVE	DC MOD	ARG	CANE SPELL FAI	LURE %
CONDITIONAL MODIFIERS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
		0		0
		1 st		
		2 ND		
		3 RD		
		4 [™]		
		5™		
		6™		
		7™		
		8 TH		
		9 [™]		
		SPECIALTY SCHOOL		

EXPERIENCE

LEVEL ADJUSTMENT

ECL

EXPERIENCE

NEEDED FOR NEXT LEVEL

AR	MOR/	/PR	ΟΤΕ	СТГ	VE I.	ΓEN	NS
			-	-			
ARMOR/PRO	DTECTIVE ITE	М		TYPE	AC BO	NUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL I	PROPERTIES		
SHIELD/PRO	DTECTIVE ITE	M	ļ	AC BON	US WE	снт с	HECK PENALTY
SPELL FAILURE	SPECIAL PROPE	RTIES					
PROTECTIV	EITEM			AC BONUS	WEIGHT	SPECI	AL PROPERTIES
PROTECTIV	EITEM		Į	AC BONUS	WEIGHT	SPECI	AL PROPERTIES
PROTECTIV	E ITEM			AC BONUS	WEIGHT	SDEC	AL PROPERTIES
FROTECTIV				AC BOINUS	weight	SPEC	ALFROPERTIES

AFFILIATIONS AND ENEMIES



RACIAL TRAITS

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CHARACTER ILLUSTRATION OR DRAGONMARK

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