CLASS:	SEX:	
LEVEL:  CHARACTER NAME  PACE.	AGE:	. /
PATRON DEITY: RACE:  ALIGNMENT:	BIRTH DATE: SIZE:	. /
PLACE OF ORIGIN:	HEIGHT:	
LANGUAGES: LITERATE?	WEIGHT:	· <b>(</b>
	HAIR:	
ABILITIES: SAVES: TOTAL A B C D ABILITYMAGIC MISC MISC	EYES:	
SCORE MOD Fortitude— CON CON	SKIN:	
STR STRENGTH Reflex— DEX DEX	HANDEDNESS:	CHARACTER SKETCH/SYMBO
INT	SKILLS:	MAX RANKS = LVL+3(/2) TOTAL ABILITY RANKS MISC MISC MISC
NTELLIGENCE Will—	☐ APPRAISE ■ IN	
WIS MISCELLANEOUS DIE ADJUSTMENTS	☐ BALANCE ■ DE	
WISDOM +/- CONDITION +/- CONDITION	☐ BLUFF ■ CF	HA L
DEX DEXTERITY	☐ CLIMB ■ ST	IR*
CON		ON
CONSTITUTION	☐ CRAFT ■ IN	
CHA CHARISMA	☐ DIPLOMACY ■ CH	HA HA
TOTAL DEV. FEAT MISC	☐ DISABLE DEVICE IN	
COMBAT: INITIATIVE DEX SIZE NATURAL MISC MISC	_	HA HA
= 10 + DEX MAX. DEX BONUS PENALTY	☐ ESCAPE ARTIST ■ DE	EX*
FLAT- VS. TOUCH MISS ARCANE SPELL SPELL	☐ FORGERY ■ IN	1T
AC FOOTED ATTACKS CHANCE FAILURE RESISTANCE	☐ GATHER INFORMATION ■ CH	
	_	HA
HIT POINTS SUBDUAL DAMAGE	U HEAL ■ W. U HIDE ■ DE	AIS
CON BONUS CON DAMAGE REDUCTION TOUGHNESS DIE TYPE HEALING RATE	_	HA HA
MULTIPLE ATTACKS CLASS BASE MODIFIERS	☐ JUMP ■ ST	
TOTAL 2ND 3RD 4TH 5TH A B C D ABILITY SIZE MISC MISC	☐ KNOWLEDGE IN	
MISSILE ATTACK -5 -10 -15 DEX	☐ KNOWLEDGE IN	NT T
GRAPPLE ATTACK         -5         -10         -15         STR	☐ KNOWLEDGE IN	AT L
MONK FLURRY OF BLOWS STR	☐ KNOWLEDGE IN	
WEAPONS:	USTEN ■ W	
ATTACK BONUSES WEAPON IN HAND	§☐ MOVE SILENTLY ■ DE ②☐ OPEN LOCK DE	
WEAPON MAGIC MISC 1ST 2ND 3RD 4TH DAMAGE CRITICAL RANGE TYPE SIZE	PERFORM ■ CH	
NOTES	☐ PERFORM ■ CH	
	☐ PERFORM ■ CH	-IA
NOTES	☐ PROFESSION W	ris
		EX
NOTES	☐ SEARCH ■ IN	
NOTES	☐ SENSE MOTIVE ■ W.☐ SLEIGHT OF HAND DE	IS Several Services
NOTES	☐ SPELLCRAFT IN	
CLASS & RACIAL ABILITIES FEATS	_	ris
·	☐ SURVIVAL ■ W	ris E
	☐ SWIM ■ ST	IR*
	☐ TUMBLE DE	
·		HA
	☐ USE ROPE ■ DE	EX
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ICER GAMES VGERGAMES.COM S. IST EDITION FELF REHERS WARNED FELF REHERS WANNED FELF REHERS	■ CAN BE USED WITH 0 RANKS — * ARMOR CH	
DAMAN OCROMAN INCREMENTATION OF THE PROPERTY O	PROFICI WEAPONS: SIMPLE MARTIAL ARMOR:	
ROMAN NH CEROMAN DITURNA RULE REGISTRA CHARGE	ARMOR:	
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VECRC MARCHER CONTROLL OF THE CONTROL OF THE		
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			POSSESSI	ONS:			
ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION WT
					Н		
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					Н		
MOVEMENT & HUSTLE RUN	SPECIAL E	NCUI	MBRANCE: TOTAL WEIGHT	AN	IMUN	ITION AND SUPPLIES:	I
			CARRIED MAX	ENC			
= 2 × BASE = 4 × BASE LIFT OVER LIFT OFF	DUCH OD		LOAD CAPACITY DEX	PEN RUN			
HEAD GROUND	DRAG		LIGHT NORM I	NORM NORM -3 ×4 —			
BASE SPEED (WALK) = MAX LOAD = 2 × MAX	= 5 × MAX		HEAVY +1	-6 ×3			
WEALTH: COPPER-			GEMS-			<b>EXPERIENCE POINTS:</b>	
SILVER-			JEWELS-				
GOLD-			MISCELLANEOUS-				
PLATINUM-						NEXT LI	EVEL GOAL
SPELLS	Z,						
SPELL SAVE DC LEVEL SPELLS/ BONUS SPEL DAY SPELLS KNOW	LS		——————————————————————————————————————			<del></del>	
SAVE DC LEVEL DAY SPELLS KNOW	WN /						
1 <sup>ST</sup>							
2 <sup>ND</sup>			/				
3 <sup>RD</sup>			/_			/_	
4 <sup>TH</sup> 5 <sup>TH</sup>			<del></del>			<del></del>	
6 <sup>TH</sup>	1 /						
7 <sup>TH</sup>							
8 <sup>TH</sup>	_						
9 <sup>TH</sup>	_		——————————————————————————————————————			<del></del>	
SPELL SAVE DC MOD ABILITY MISC MISC	. /					<del></del>	
= 10 +							
TURN UNDEAD:		70.335	aryon Nuy -				
TURNING TIMES/	- <b>⊘</b> ′ M	AGIC	ITEMS CONTROL —				
CHECK DAY CHARK	SMA COX	, m					
TOTAL CHA LEVI							
DMG = 2d6 +							
NOTEC							
NOTES:							
DI AVED MAME			DATE CHARACTER RECAN			CAMDAICN	
PLAYER NAME:	ρ		DATE CHARACTER BEGAN:			CAMPAIGN:	
WILL: I do here	Бу						