character name homeland									adventure				_		TH	TIL	DE	R	
race class(es) &			level(s)			alignment		deity				_	9	-	eplaying Ga	me			
size	age		aer	nder	height		eight	eyes		hair		sk	kin	_	Cha	ıractei	Recor	d She	et
Ability Name	Ability	Ability Modifier	Bonus/ Penalty		o.g		TOTAL	0,00	Class B		Ab	ility	Size Modifier	Mis Modi	c Misc fier Modifier		TOTAL	Con Modifier Hit	Die Type(s)
STR	30016	Wiodiller	renaity	Modifier	Initiati	ve	IOIAL	=	Olass D	a3C(3)		EX +	Woulle	IVIOUI	+ Nodiliei	Hit Poin		CON	Die Type(s)
STR strength					S W	elee			BAI	3s	+ S	TR +		. —		Damage Reduction			
DEX dexterity					ac	L								<u>'</u>		Reduction		Wounds/Curre	ont Hit Dto
					,	nged		=[BAI	DS	+ DE	+		+	+	Condition	al Modifiers	vvounds/Curr	eni mii Pis
CON					Combat Maneuver	onus		=	BAI	В	+ S1	TR +	-	+	+				
INT intelligence					De Nane	fense		=	10 +	BAB	+ DI	EX tr +	+	+	+				
					_	titude		=			+ CC	ON +			+				
WIS wisdom					DO X	eflex		=		=	+ DE	EX +			7,				
CHA charisma					Sa' Thr]]		=	10	/10							
						∕Vill		=		=	+	/IS +			+			<u> </u>	
Experience	e Points	Nee	ded for Ne	ext Level	Skill Pts	s/LvI		=			+	+			+	Armor Bonus	Shield Natu Bonus Arm	ıral Dodge nor Bonus	Deflection Bonus
					SSE A	С		=	10)	+ DE	EX +	+	+	+	+ +	+	+	+
Spee	2 d	Sw		Climala	ට් Flatfo	ooted		=	10)	+		+	-	+	+ +	+	=,	
Орос	, u	3W	/Im	Climb	Ĕ	uch		 =	10	=	+ DE	FX .		\vdash					1.
Rt. Base Speed	With Armor	½ Base	Pt. Speed	Pt. 1/4 Base Speed	4 100	JOH		_		,				· L] .
	-	Traits	: / Fe	eats /	Special	Abili	ties				Sr	ells	s		Skill	S Sk	ill Ability ifer Modifier	+3 Cla Ranks Boni	ass Misc us Modifier
										Caster	Sa	ave DC	Spell		crobatics*	Miod	= dex +		
										Level] [odifier		_	Appraise		= int +		
											」 ∟ Spells	Spell	ls Spell	E	Bluff		<u>= cha</u> +	+	+
											er Day	Know	vn Save D	¬ `	Climb*		=_str_+	+	+
										0			_	_	Craft:		= <u>int</u> _+	+	+
										1st					Diplomacy Disable Dev		= <u>cha</u> +		+
										2nd					Disable Dev Disguise		= <u>dex_</u> + = cha +		+
										3rd					scape Arti	 st*		+_	+
										4th					ly*			+	
										<u> </u>				$\exists F$	landle Anir	nal	= <u>cha</u> _+	+	+
										5th					leal		= <u>Wis</u> +		+
										6th					ntimidate		<u> </u>		+
										7th					Know: arcai Know: dnon		= <u>+</u> = <u>int</u> +_		+
										8th				_			= <u>int</u> +		
										9th				$\exists K$	Know: geog	raphy	= <u>int</u> _+	+	+
										Domain	s/Snaci	ialty Sc	hool		Know: histor		= <u>int</u> _+	+	+
Armo	r/Pro	tecti [,]	ve It	em	Armor Max De Bonus Bonus	ex Check s Penalty		Speed \	Neight		эгоресі	iaity oc			Know: local			+	
										Condition		difi a sa		_	Know: natur Know: nobil		= <u>nt</u> + = int+	+ +	+
Notes										Conditio	Jnai ivio	oullers		_	Know: noon Know: plane		 =_int+		⁺
						7									Know: religi		= <u>int</u> +	+	+
														L	inguistics		= <u>int</u> +	+	+
Notes														_	Perception		= <u>wis</u> _+		
Weap	oon				Total Attack Bonuse	es	Damage	Cri	tical	Range Increme		Weight	t Type		Perform			+_	
					7 1110011 2011000		- Damago]		- Increme		rroigin	,,,,	_ ^	Profession: Ride*			+	
Notes															Ride Sense Motiv	 re	= <u>wis</u> _+		+
140100								1							leight of H		<u>= dex</u> +	+_	+
											$\sqcup L$			S	pellcraft		= <u>int</u> _+	+_	+
Notes															Stealth*		= <u>dex_</u> +		+
															Survival Swim*			+_	
Notes								J L						_		—— Device	= <u>_str_</u> + = <u>cha_</u> +	+	+
						——		1						┤ ′	ose mugic L			+ +	+
N														╡ -			+		+
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character name	adventure								Pa	ge 2
Gear Worn Weight	Gear Packed	Weight	Ge	ar Stowed			Coin			
items including clothing, weapons, armor, jewelry, magic items, etc. that always count towards encumbrance, but are easily accessible at all times	items carried in some type of pack that are less accessit discarded prior to combat to reduce encumbrance	ole, but easily	items carried in a wagon, or are least accessible, but do	n a pack animal, or kept in a l not count against your encu	building where they mbrance.	Platinu	m:			
						Go				
						Silve				
						Coppe				
						Gem	is:			
						Weigl	ht:			
						50 coins weigh				
						Initial languages	Lan s = Common + ra	nguage		
						Each additional I	language = 1 rank	of Linguistics skil	I	
Armor/Protective Items										
Weapons at the ready										
Total Weight:	Total Weight:									
Carrying	Capacity		Encur	nbrance	Total Weight	Load	Max Dex Bonus	Check Penalty*	Speed	Run
Light Load Medium Load Heavy Load	Lift Over Head Lift Off Ground F	Push or Drag	Gear clothes, armor, we	Worn eapons, jewelry, etc.						
	Equals Max Load 2x Max Load	5x Max Load	Gear Worn +	- Gear Packed action to discard pack						
Companion/Familiar	Race/Class/Type Hit Die	Hit Points		Speed Initiative	AC	Atta	acks	Bon	nus D	amage
•										
STR: () DEX: () CO	N: () INT: () WIS:	CHA:	($\dashv \vdash$	커는	
Fort: Ref: Will:	Skills:							$\dashv \vdash$	러는	
Notes										
Managan	Total		Range		CI-:III	Sk	kill Ability	/	+3 Class	Misc
Weapon	Attack Bonuses Damage	Critical	Increment Wei	ght Type	Skills	Mod	kill Ability lifer Modifie =	er Ranks +	Bonus + -	Modifier +
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