Character			Player				110			_
Class			Level			950	MO	IDE	KL	1
Race/Species			Alignment/A	Allegiance	2			Role	eplaying Ga	me
Birthplace			Date of Birth	h		Sex		Age		
Nationality		Residence				Height	-	Weight		
Starting Occupation		Aliases				Hair		Eyes		
ABILITIES	ABILITY TEMP TEMP		T POINTS				SKILLS			
STR	MODIFIER SCORE MODIFIER	MAXIMUM	CURREN		M	IAX RANKS = LVL+3(/2)	CROSS CLASS T	OTAL ABILITY	MODIFIERS —	MISC
STRENGTH					Balance			Dex		
DEX DEXTERITY					Bluff Climb		-	Cha Str		+
CON					Computer l	Jse	$\neg$	Int		+
INT					Concentrat			Con		
WIS					Craft (			Int		
WISDOM					Craft ( Craft (		$\dashv$ $+$	Int Int		-
CHA		Die Type			Decipher So	cript		Int		+
	_			_	Demolition	•		Int		
REPUTATION	ACTION POIN	TS W	EALTH BO	) SUNC	Diplomacy			Cha		
	DEEEN	CE			Disable Dev	vice <b>II</b>	-+	Int		+
a	DEFEN  ASS EQUIPMENT DEX	SIZE MISC	MISC A	MAX DEX	Disguise  PENALTY Drive		<del></del>	Cha Dex		
=10+	Dex				Escape Arti	st		Dex*		
	ARMOR WO	RN			Forgery			Int		
					Gamble			Wis		_
	VINE TUROVE		. 15115	T. A T. V.	Gather Info		-	Cha Cha	$\vdash$	+
SA	VING THROWS  CLASS BASE —	MODIFIERS —	INI	TIATIV	Hide	mat <b>=</b>		Dex*		+
TOTAL A		ABILITY MISC MISC	TOTAL	DEX	MISC Intimidate			Cha		
FORTITUDE CONSTITUTION		Con		Dex	Investigate			Int		
REFLEX DEXTERITY		Dex		BASE I	Jump MODIFIED Knowledge	1	,—	Str*		+
WILL		Wis	SPEED		Knowledge			Int		+
WISDOM	ATTACK F	אחווג	_		Knowledge			Int		
	MULTIPLE ATTACKS	CLASS BASE		MODIFIERS —	Listen			Wis		
	ND 3RD 4TH 5TH		ABILITY SIZ		Move Silen Navigate	tly	-+	Dex*		_
STRENGTH	-5 -10 -15 -20		Str		Perform (		,——	Int Cha		+
RANGED	-5 -10 -15 -20		Dex		Perform (			Cha		
GRAPPLE -	-5 -10 -15 -20		Str		Perform (		)	Cha		
	WEAPO	NS			Pilot Profession		-	Dex Wis	$\vdash$	+
<u> </u>					Renair ■		-	Int		+
Weapon	Att Bonus Dam	age Critical	Range	Туре	Research			Int		
					Ride			Dex		
Notes					Search Search Meti	vo.	$\rightarrow$	Int		_
Weapon	Att Bonus Dam	age Critical	Range	Туре	Size Sleight of F		-+	Wis Dex		+
					Spot			Wis		
Notes	<u> </u>				Survival			Wis		
Weapon	Att Bonus Dam				Swim Size Treat Injury		-	Str*		-
ννεαμοιι	Att Bollus   Dalli	uge Cillical	ivanike	iype	Size Treat Injury Tumble ■	,	<del></del>	VVis Dex*		+
<b>.</b>	1		1 1					201		
Notes										
Weapon	Att Bonus Dam	age Critical	Range	Туре	Size			-		+
									$\vdash$	+
Notes										
Weapon	Att Bonus Dam	age Critical	Range	Туре	Size					
	<del>                                     </del>	-					<del></del>	_		+
Notes	<u> </u>						-			+
Notes	[					■ CANNOT BE USED UN	TRAINED — * ARMOR C	HECK PENALTY APPL	IES	_

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Item	П	Location		Wt		Item		Loc	ation	Wt						
Current Load					To	otal Weight Carı	ried									
	N	MOVEME	NT Ω	۲Δ		i CAPACITY					I		EXPER	FNCE		
LIFT OVE			PUSH OR DR		Load	Capacity	Max Dex	Fnc Don	Movo	Run			Total Exp			
LIFTING					Light	Сараситу	Normal			-			iotat Exp	erierice		
= MAX	LOAD = 2	X MAX LOAD HUSTLE	= 5 × MAX LO RUN				+3	-3	×3/4	×4						
MOVEMENT	$\Box$				Medium		+1	-5 -6	× <sup>1</sup> / <sub>2</sub>	×4 ×3				XPs Need	ed For Next Lev	/el
= BASE	E SPEED = 2	2 × BASE SPEED	= 4 × BASE SI	PEED	Heavy											
-				_		FEATS &	SPECIAL	. ABIL	ITIES		_					+
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_		FX	ABILITI	ES									
SPELLS													
Spell Level Spells Bonus Save DC Per Day Spells	# Spells												
	Known												
1st													
2nd													
3rd													
4th													
5th													
— м	ODIFIERS —												
Spell Save DC Mod =10+	MISC												
PSIONIC POWER POINTS													
FX ITEMS													
	HEN	SUMEN OR	A N II A A A I	COME									
Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
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Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
			<u>'</u>		<u> </u>								
Notes													
Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
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Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													

CHARACTER DESCRIPTION	<del></del>
Character Name	Character Sketch
Description	
<del>-</del>	
Personality	
<del></del>	
<del></del>	
Quote(s)	
Contacts/Friends	
Enemies	
BACKGROUND & NOTES	_