

CHARACTER	NAME		_	PLAYER			DUNGEONS					
CLASS		RACE		ALIGNMENT		DEITY		DR4	AGONS"			
CDASS		MACE					_	CHARACTER	RECORD SHEETS			
LEVEL	SIZE	AGE ABILITY TEMPOR	GENDER MRY TEMPORARY	HEIGHT	WEIGHT	EYES	HAIR		SPEED			
STR	SCORE	MODIFIER SCOR	E MODIFIER	HP POINTS	WOUNDS	CURRENT HP	SUBDUAL DAMA	CE	SPEED			
DEX				AC	- 10+	7+						
CON			ARM	TOTAL	ARI	VOR SHIELD NUS BONUS	DEX SIZE MIS MOD MOD MO	C ARCANE ARMO D SPELL CHECK FAILURE PENALT	ARMOR TYPE			
INT	N		11	MODIFIER		+	1488	SKILL				
WIS					TOTAL M	EX MISC OD MOD	SKILL NAME	KEY	Y SKILL ABILITY RANKS MISC MOD			
CHA				BASE ATTA	CK		0		_ = _ +_ +_			
CHARISMA	TUROWS	TOTAL	BASE ABILITY MA	GIC MISC. TE	MP. FORMALIO	NAL MCCEFIERS	0					
FORT	THROWS	TOTAL	SAVE MODIFIER MOD	H HODIFIER MOI	DIFIER	AND MODELLING	0		+-+			
RE	FLEX		+ +	7+17+1			0		_ = _ + _ + _			
W	TERITY)			T+TT+			0		++			
(201	ом)			Som	CONDITIO	MAL MODIFIERS						
		TOTAL 1	BASE TTACK STR SI ONUS MOD M	ZE MISC TE	MP. DIFIER		0		+_+_			
ATTAC	K BONUS		++_	_+_+			0					
RAI	K BONUS	L	BASE DEX SI	ZE MISC			0		+-+			
		TOTAL	TTACK MOD M ONUS	ор мор		and Som			= _ + _ + _			
	WEAPO	N	TOTAL ATTACK	BONUS D	AMAGE	CRITICAL	0		+ _ + _			
			TWEE	SDECIA	L PROPERTIE	c	0		+-+			
RANGE	WEIGHT	SIZE	TYPE	SPECIA	L PROPERTIE		0		_ = _ + _ + _			
	WEAPO	ON	TOTAL ATTACK	PONUS D	AMAGE	CRITICAL	0		++			
			TOTAL ATTACK	BONOS	AMAGE	CRITICAL	0		+ _ + _			
RANGE	WEIGHT	SIZE	ТҮРЕ	SPECIA	L PROPERTIE	s	0		= _ + _ + _ + _			
									++			
	WEAPO	ON	TOTAL ATTACK	BONUS D	AMAGE	CRITICAL			+ _ + _			
PANCE	WEIGHT	SIZE	TYPE	SPECIA	AL PROPERTIE	s	0		+ _ +			
RANGE	WEIGHT	3126					0		++_			
							0		+ _ +			
ARMO	R/PROTE	CTIVE ITEM	TYPE	ARMOR BON	US CH	IECK PENALTY						
MAY DEY	SPELL FA	ILURE SPEE	WEIGHT	SPECIA	AL PROPERTIE	S						
MAA DEA	3,222	J. Conc.							LIFT OVER HEAD			
SHIELD	PROTECT	TIVE ITEM	RMOR BONUS	WEIGHT SPELL	FAILURE CH	IECK PENALTY			EQUALS MAX LOAD			
							distant land					
			SPECIAL PROPE	RTIES	CONTRACTOR OF STREET				LIFT OFF GROUND			
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			AMMUNITIO		-		8					
-						000000000000000000000000000000000000000			PUSH OR DRAG			
@3000 W/rz	ARDS OF THE C	DAST INC All rights	reserved. Made in the U.	S.A. Permission grants	ed to photocopy f	or personal use or	nly. CH	ARACTER ILLUSTRATIO	ON 5 × MAX LOAD			

CAMPAIGN				NUMBER OF SPELLS KNOWN	(BARDS & SORCERERS ONLY)					
	SPELL S	AVE	197							
		THE RESERVE				87H 9TH				
EXPERIENCE POINTS				OC MOD	2111 /TH	81H9TH				
		SPELL	SPELLS	BONUS						
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CHARACTER N	NAME	PLAYER		—	UNGE	ONS	
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CLASS	RACE	ALIGNMENT LEVEL	DEITY	CHARACT			гтс
SIZE	AGE GENDER HEIGHT	WEIGHT EYES	HAIR SKIN	CHARACT		KU SHE	C13
ABILITY NAME	ABILITY ABILITY TEMPORARY TEMPORARY SCORE MODIFIER SCORE MODIFIER	TOTAL WOUNDS/O	CURRENT HP SUI	DAN BDUAL DAMAGE REDU	IAGE HIT DIE CTION TYPE	SPE	ED
STR		P POINTS	JOINE NAME OF THE PARTY OF THE	BBOAL BANAGE			
DEX							$\overline{}$
DEXTERITY	ARMO	TOTAL ARMO	DR SHIELD DEX SI	IZE NATURAL MISC	MISS	ARCANE ARMO	OR SPELL
CON		ITIATIVE	US BONUS MODIFIER MOD		CHANCE	SPELL CHEC FAILURE PENAL	K RESISTANCE TY
INT INTELLIGENCE		MODIFIER	+ MISC PI	SI	KILLS	MAX RANI	KS /
WIS		TOTAL MODIF	FIER MODIFIER	L NAME	KEY SKILL MODIFIER	ABILITY MODIFIER RAN	KS MISC MODIFIER
CHA		BASE ATTACK BONUS	☐ Alch	IEMY	INT		
CHARISMA			- .		СНА	=+_	+
SAVING TI	SAVE MODITER MODI	FIER MODIFIER MODIFIER CONDITIONA	AL MODIFIERS APPR		INT	=+	+
FORTI1 (CONSTITU	TION) = + +	+ + +	☐ BALA		DEX* CHA	=+ = +	+ +
REFL			□Сым		STR*	=+_	+
(DEXTER	RITY)		☐ Con		CON	=+	+
(WISDO		++		` _ ′	INT	=+ = +	+
			_		СНА	=+_	+
		TACK BONUS MODIFIER MODIFIER MO	MISC TEMPORARY DISA		INT CHA	=+_	+
M ATTA	ELEE CK BONUS	+ + +			DEX*	=+_	+
	NGED	+ + +	→ FORC		INT CHA	=+	+
ATTA	TOTAL BASE AT	TACK BONUS DEX SIZE MODIFIER MODIFIER MO	MISC - HAND		CHA	=+ = +	+
		MOSHIEK MOSHIEK M	☐ HEAL		wis	=+_	+
V	VEAPON TOTAL ATTACK E	ONUS DAMAGE	CRITICAL HIDE		DEX* WIS	=+	+
					CHA	=+_ =+	+
RANGE	WEIGHT TYPE SIZE	SPECIAL PROPERTIES			WIS	=+_	+
			☐ Jump ☐ Knov		STR* INT	= +	+
	VEAPON TOTAL ATTACK E			WLEDGE (ARCHITECTURE		=+_	+
V	TOTAL ATTACK E	ONUS DAMAGE			INT INT	=+	+
			☐ Knov	; · · · · · · · · · · · · · · · · · · ·	INT	=+ =+	+ +
RANGE	WEIGHT TYPE SIZE	SPECIAL PROPERTIES		,	INT		
			☐ KNO	,	INT	=+ = +	+
V	VEAPON TOTAL ATTACK E	ONUS DAMAGE	CRITICAL (NOBI	ILITY & ROYALTY)	INT	=+_ =+	+
			☐ Knov	,	INT	=+	+
RANGE	WEIGHT TYPE SIZE	SPECIAL PROPERTIES		, ,	WIS	=+ =+	+ +
			-		DEX*		
			□ OPEN □ PERF	N LOCK ORM ■ ()	DEX	= +	+
ARMOR/	PROTECTIVE ITEM TYPE	ARMOR BONUS MAX	DEX BONUS (()		=+	+
		ARMOR BONOS IVIAX	(,	CHA DEX*	=+	+
CHECK PENA	LTY SPELL FAILURE SPEED WEIGHT	SPECIAL PROPERTI			WIS	=+ = +	+ +
151 1155 115			☐ READ		INT	=+_	+
			□ Ride □ Scry	,	DEX INT	=+	+
SHIELD/PI	ROTECTIVE ITEM ARMOR BONUS W	EIGHT CHECK PENALTY SP	ELL FAILURE SEAR	СН ■	INT	=+ =+	+
					WIS	=+	+
	SPECIAL PROPER	TIES	☐ SPELI		INT WIS	=+_ = +	+ +
			_ SwiM	1 ■	STR**	=+	+
	AMMUNITION		Пимі □ Use I		DEX* CHA	=+	+
			USE I	Rope ■	DEX	=+ =+	+
			300 00000 D Wild	DERNESS LORE	WIS	=+	+
						= +	+

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LIGHT LOAD MEDIUM LOAD HEAVY LOAD 0 0 0 LIFT OVER HEAD GROUND DRAG COUND DRAG SYMENT COAD 3RD 3RD 3RD 3RD 3RD 3RD 3RD 3RD 3RD 3R											DC MOD
LIFT OF PUSH OR PUSH								SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
TOTAL WEIGHT CARRIED MONEY LANGUAGES Initial languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 2 skill points FOR SP					LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		0		0
TOTAL WEIGHT CARRIED MONEY LANGUAGES Initial languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 2 skill points 6TH									1ST		
HEAD GROUND DRAG SYMAX LOAD SYMAX									2ND		
TOTAL WEIGHT CARRIED MONEY LANGUAGES Initial languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 2 skill points OF — SP — SP — NUMBER OF SPELLS KNOWN O											
Initial languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 2 skill points SP — STH											
Each additional language (Speak Language) = 2 skill points SP —											
SP —		MONEY			Initial languages = Each additional lar	Common + racial lan nguage (Speak Langua	guages + Int bonus age) = 2 skill points		5TH		
PP — 8TH	CP —								6TH		
PP — STH									7TH		
PP — NUMBER OF SPELLS KNOWN 0	SP —								8TH		
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CHARACTER NAME				PLAYER					LLUNGEONS					
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CLASS		RACE		ALIGNMENT		DEITY							-	
LEVEL	SIZE	AGE	GENDER	- HEIGHT W	VEIGHT	EYES	HAIR	CHARAC	JIER 1	RECO	RD S	HEE	18	
	ABILITY	ABILITY TEMPORA			V ETGTTT	2123	HAIR		DAMAGE	HIT DIE			_	
ABILITY NAME	SCORE	MODIFIER SCORE	MODIFIER	TOTAL	WOUNDS	/CURRENT HP	SUB	DUAL DAMAGE	REDUCTION	TYPE		SPEED		
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CONSTITUTION	Ш			ITIATIVE			10			Р	ENALTY			
INT INTELLIGENCE				MODIFIER	OTAL MOD	EX MISC DIFIER MODIFIER	-CLAS:		SKILL	.5	MA	X RANKS	/	
WIS						DIFIER MODIFIER	g SKILL	NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
СНА	Ħ	H		BASE ATTAC	K		⊠ Alchi	EMV	INT					
CHARISMA							⊠ APPRA		INT	=	= =	.+ +	.+ +	
SAVING T	HROWS	TOTAL B	ASE ABILITY MAG	GIC MISC. TEMPORA	RY CONDITION	NAL MODIFIERS] ⊠ BALAN		DEX*	=	=	+	+	
FORTI	TUDE		+	 +			⊠ BLUFF		CHA	=	=	+	_+	
(CONSTIT	UTION)				41		☐ CLIME	B ■ ENTRATION ■	STR* CON	=	=	+	+	
REFI (DEXTE	RITY)		+	++			☐ CRAFT) INT	=	=	+	.+ .+	
WI			+ + +	+ + +			☐ DIPLO	•	СНА	=	=	+	.·	
(WISD	ом)						_	LE DEVICE	INT	=	=	+	+	
				CTD	SIZE	MISC TEMPORAR	⊠ Disgu	JISE ■ PE ARTIST ■	CHA DEX*	=	=	+	_+	
			TOTAL BASE A	TTACK BONUS MODIFIER	MODIFIER N	MODIFIER MODIFIER	r ⊠ ESCAP ■ ⊠ FORG		INT	=	= -	.+	_+ _	
	ACK BONUS		=	+	++	+		er Information ■	СНА			+	-T _+	
RA	NGE		=		+ + +	1		DLE ANIMAL	СНА	=	=	+	+	
ATTA	ACK BONUS		TOTAL BASE A	TTACK BONUS DEX	SIZE	MISC	⊠ HEAL		WIS DEX*	=	=	+	+	
			IOIAL	MODIFIER	MODIFIER N	MODIFIER			WIS		=	+	+	
, v	VEAPO	M					☐ INTIM		СНА	=		+	- 	
•	VEAPE	<u> </u>	TOTAL ATTACK E	SONUS DAMA	AGE	CRITICAL	☐ INTUI	t Direction	WIS	=	=	+	+	
							☐ JUMP		STR*	=	=	+	_+	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL P	ROPERTIES	5		/LEDGE (ARCANA) /LEDGE (ARCHITECTUR	INT	=	=	+	+	
								INEERING)	INT	=	=	+	+	
, v	VEAPO			1		1		/LEDGE (GEOGRAPHY)	INT	=	=	+	+	
V	VEAPC	AN .	TOTAL ATTACK E	BONUS DAMA	AGE	CRITICAL	_	LEDGE (HISTORY)	INT	=	=	+	+	
								/LEDGE (LOCAL) /LEDGE (NATURE)	INT INT	=	=	+	+	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL P	ROPERTIES	5	⊠ Know	, ,			=	.+	.+	
							•	LITY & ROYALTY)	INT	=	=	+	_+	
	VEAPO						_	LEDGE (THE PLANES)	INT		=		_+	
· ·	VEAPU		TOTAL ATTACK E	ONUS DAMA	AGE	CRITICAL		/LEDGE (RELIGION) N ■	INT WIS		= =	.+	.+	
								SILENTLY ■	DEX*			+	- 	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL P	ROPERTIES	5			DEX	=	=	+	+	
							⊠ Perfo	ORM ■ ()					
		!					(—)) сна					
ARMOR/	PROT <u>EC</u>	TIVE ITEM	TYPE	ARMOR BONUS	MAY	DEX BONUS	∇ Picκ F	Роскет	DEX*	⁼	 	.T .H	.+	
			ITIPE	ARMOR BONUS	MAX	DEX PONOS		ESSION() wis	=	=	+	+	
								■ () DEX	=	=	+	+	
CHECK PENA	ITY SPE	L FAILURE S	SPEED WEIGHT	SPECIA	L PROPERT	TIES	☐ SCRY	■ [can't buy ranks]	INT INT		=	+ 0	+	
							_	MOTIVE ■	WIS	=	= =	.+ +	_+ +	
SHIELD/P	ROTECT	IVE ITEM	MACD DOMES	EIGHT CHECK PE	NAITY -	DELL FAULUSE	SPELL		INT	=	=	+	+	
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TOTAL SOCIETY AND STATE AND SOCIETY AND SO	size	age	ge	ender	height	weight	eyes	hair	skin		CHAR	ACTEI	R RE	CORD	SHI	EETS
DEX. SOLUTION SOLUTION SITUATION SITUATIO	ABILITY NAME		ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WO	UNDS/CURRENT HP		SUBDUAL DAMAG	E				SPEE	D
TOTAL SOURCE SOU	STR strength															
SKILL NAME BASE ATTACK BASE ATTACK SKILL NAME SKIL					a		= 10+	+	+ +	+	+					
SAVINC THROWS SAVING THROWS TOTAL SMALL MINISTER MOORER MOORING MOOR	CON					TOTAL	. —		DEX MODIFIER N	SIZE NATUR MODIFIER ARMO	AL MISC R MODIFIER		MISS CHANCE	SPELL	CHECK	SPELL RESISTANC
SAVINC THROWS SAVING THROWS TOTAL SMALL MINISTER MOORER MOORING MOOR	INT intelligence					MITIATIVE modifier	 	= + MISC	CLASS			SKIL	LS	м	AX RANKS	/
SANING THROWS SOME STATE AND SOME S	WIS wisdom					RASE ATTA			SS SK	ILL NAME			SKILL MODIFIE	ABILITY MODIFIER	RANKS	MISC MODIFIER
SAVING THROWS RELECT FORTITUDE WILLPOWER TOTAL STATE STA	СНА					bonus	CK								+	_+
REFLEX (Gondard) FORTHUDE WILLPOWER WELDE STRESS SEED WINDS SEED WINDS SEED WINDS FORTHUDE WILLPOWER TOTAL ATTACK BONUS DAMAGE CRITICAL RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL RANGE WEIGHT SIZE TYPE SPECIAL PROPERTIES WEAPON TOTAL ATTACK BONUS CHECK PENALTY SPECIAL PROPERTIES ARMOR/PROTECTIVE ITEM ARMOR/PROTECTIVE ITEM ARMOR BONUS CHECK PENALTY SPECIAL PROPERTIES PUSH OR DBAGE RUSH OR DBAGE RUSH OR DBAGE PUSH OR D	SAVING T	HROWS	тот	AL BAS	SE ABILITY N	AGIC MISC. TE	MP. con	ditional modifiers							_+ +	_+ +
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SHIELD/PROTECTIVE ITEM ARMOR BONUS WEIGHT SPELL FAILURE CHECK PENALTY SPECIAL PROPERTIES LIFT OFF GROUND 2 x MAX LOAD PUSH OR DRAG	MAX DEX	SPELL FAI	LURE	SPEED	WEIGHT	SPECIA	L PROPER	RTIES							LIFT O	VER
SPECIAL PROPERTIES SPECIAL PROPERTIES LIFT OFF GROUND 2 × MAX LOAD PUSH OR DRAG									_						EQUA	LS
AMMUNITION PUSH OR DRAG	SHIELD/P	ROTECT	IVE ITE	ARN	MOR BONUS	WEIGHT SPELL F.	AILURE	CHECK PENALTY							MAX LO	JAD
AMMUNITION PUSH OR DRAG					SPECIAL PROPE	DTIES									LIET	
AMMUNITION PUSH OR DRAG					SPECIAL PROPE	MILS									GROU	IND
PUSH OR DRAG					AMMUNITIO	DN .			_							
PUSH OR DRAG																
										L	'V				DRA	G

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		POWER	R SAV	E 1d2		ABILITY MODIFIER	РО	WER	POIN	TS
experience points		FREE MA	NIFE:	STATI		ABIETT MODITIER				
G	EAR					0-LEVEL				
ITEM	ITEM	Psioni	c Com	bat: 1	d20 + DC	Modifie	r + Key A	bility N	/lodifie	er
						EGO	ID	MIND	MIND	PSYCHIC
						WHIP	INSINUATION	BLAST	THRUST	CRUSH
		EMPTY MIND				+1	-2	+3	-3	-5
		INTELLECT FOR				-2	+1	+0	+6	+4
		MENTAL BARRI	ER			-1	+4	-3	+1	+3
		THOUGHT SHI	ELD			-4	-1	-2	+4	+2
		TOWER OF IRO	N WILL			+3	+0	-1	+5	-3
		NONPSIONIC E	BUFFER			-8	-9	+4	-8	-8
		FLAT-FOOTED (OR OUT	OF POWE	R POINTS	+8	+7	+8	+8	+8
		ATTACK	MOD	ES			POWER	S		
		DEFENSE	MOD	DES						
SDECIAL AR	BILITIES/FEATS				-					
SPECIAL AD					0	NUMB	ER OF POWERS		4th	
						_ 6th			9th	
					S	PELLS				
						BER OF SPELLS	S KNOWN (BAR	DS & SOR	CERERS OF	NLY)
		SPELL S	AVE		0	1st	2nd	3rd	4th	1
				DC MOD	5th	6th	7th	8th	9tł	·
		SPELL LEVEL SAVE DC	SPELLS PER DAY	BONUS SPELLS			SPELL	S		
		0		0						
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character na	naracter name					player					DUNGEONS					
Psychic	Warrio	or			<u> </u>						AG					
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size	age		ender	height	weight	eyes	hair	skin	CHARA	CTER	REC	ORD	SHE	ETS		
ABILITY NAME	ABILITY	ABILITY	TEMPORARY	TEMPORARY	TOTAL	·				DAMAGE	HIT DIE		SPEED	,		
STR	SCORE	MODIFIER	SCORE	MODIFIER		wol	JNDS/CURRENT HP	SUBDUAL DAM.	AGE	REDUCTION	d8		PELL			
strength	\vdash	\vdash	ш	h	HP it points	L					uo	<u> </u>	_	=		
DEX dexterity			ш	arı	MC mor class	= 10+	+ + +		+		[
CON					TOTAL	_	ARMOR SHIELD BONUS BONUS	DEX SIZE NAT MODIFIER MODIFIER ARM	URAL MISC MOR MODIFIER		MISS CHANCE	SPELL	ARMOR CHECK PENALTY	SPELL RESISTANCE		
INT intelligence	一	一			NITIATIVE modifier	=	+	SS		SKIL			X RANKS	,		
	\vdash	\vdash	Н	ш-		TOTAL	DEX MISC MOD MOD	S-CLASS		KEY	SKILL	ABILITY		MISC		
WIS	Ш		ш		BASE ATT	ACK		SKILL NAME		ABILITY	MODIFIER	MODIFIER	RANKS	MISC MODIFIER		
CHA charisma			ш		Donus					INT		=	+	+		
SAVING T	HPO\\/S	TOT	AI BAS	E ABILITY MA	AGIC MISC. T	EMP. Cond	itional modifiers		ATHY ■	INT INT			+	_+		
REF			AL SAV	MODIFIER MOI	DIFIER MODIFIER MC	DIFIER	itional modifiers	□ AUTOHYPNOS	SIS	WIS		=· =·	+ +	.+ _+		
(dexte	rity)	4 느	╝	_ * +*		-11		☐ BALANCE ■		DEX*		=				
FORTI (constitu	TUDE tion)		_ =	++	+ +			BLUFF ■ CLIMB ■		CHA STR*		=				
WILLP					++	_		☐ CONCENTRAT	ION ■	CON		= =				
(wisdo	om)							☐ CRAFT ■ () INT		=	+	_+		
			BAS ATTA	E CK STR S	IZE MISC T	EMP.	itional modifiers	☐ ☑ DECIPHER SC ☐ ☑ DIPLOMACY ■		INT CHA			+ +	.+		
MEI	.EE	TOTA	AL BON	US MODIFIER MOI	DIFIER MODIFIER MC	DIFIER		☑ DISABLE DEV		INT		=		.T		
attack b	onus		_ =	++	+			⊠ Disguise ■		CHA		=				
RAN attack]=	+ +	+ +				5T =	DEX*		=	+ +	.+ +		
		тот	ALIA	CK MODIFIER MOI	IZE MISC DIFIER MODIFIER			☐ GATHER INFO	RMATION	СНА		=		_+		
			BON	US				☑ Handle Anii☑ Heal ■	MAL	CHA		=		.+		
V	VEAPO	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL	⊠ HEAL ■		WIS DEX*		=				
								⊠ Innuendo		WIS		=		+		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	TIES			CHA WIS		=				
								□ JUMP ■	TION	STR*		=:				
	//EARG							✓ KNOWLEDGE	. ,	INT	:	=	+	_+		
٧	/EAPC	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL		•	E INT		= .				
									,	INT			+	.T _+		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	TIES	⊠ Knowledge	,	INT			+	_+		
										INT			+ +	.+ +		
V	/EAPC	N		TOTAL ATTACK	DONIES D	AMAGE	CDITICAL			INT		=				
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RANGE	WEIGHT	CIZE		TVDE	CDECH	VI DDODES	TIES		(KELIGION)	INT WIS		=:				
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										DEX) CHA		=				
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ARMOR/	PROTEC	TIVE IT	EM	TYPE	ARMOR BON	IUS	CHECK PENALTY	⊠ Ріск Роскет			*					
								□ Profession □ Read lips	() WIS		= =				
MAX DEX	SPELL FAI	LURE	SPEED	WEIGHT	SPECI/	AL PROPER	TIES	⊠ RIDE ■		DEX						
								⊠ REMOTE VIEW	√ ■	INT		=		_+		
SHIELD/PI	ROTECT	IVF ITE	М					Search ■Sense Motiv	/E ■	INT WIS		=: =:				
J			ARM	OR BONUS V	VEIGHT SPELL I	AILURE	CHECK PENALTY	SPELLCRAFT		INT		=				
								⊠ SPOT ■		WIS				+		
				SPECIAL PROPE	RTIES			☐ STABILIZE SEI ☐ SWIM ■	LF	CON STR*		=		_+ +		
								Тимвlе		DEX*	·	=	+	+		
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								USE ROPE ■	DEVICE							
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		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	٦			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10	10	10
		ATTACI	K MOD	ES		POWER	S		
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	TIENT LOND								
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EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
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					SPELLS				
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		SPELL	SPFIIS	RONUS		CDELL	_		
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MONEY	LANGUAGES	3R	D						
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character na	naracter name					player						DUNGEONS					
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOLINI	DS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	HIT DIE TYPE	S	PEED			
STŖ	SCORE	MODIFIER	SCORE		HP	WOONE	JS/CORRENT HP	1 [SUBDUAL DAMAGE	\neg	T I	d4					
strength DEX		H	-		AC		$\neg \neg$	╀	$\overline{}$	러		<u> </u>		$\overline{}$	$\overline{}$		
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CON constitution					TOTAL	B	ONUS BONUS	MODIFIER	MODIFIER ARMOR	MODIFIER	(HANCE	SPELL	CHECK I	RESISTANCE		
INT intelligence					NITIATIVE modifier	=	+	SS			SKILL	S	MAX	RANKS	1		
		H	Н	т-		TOTAL	DEX MISC MOD MOD	SS-CLASS			KEY	SKILL	ABILITY		MISC		
WIS				_	BASE ATTA	\CK		CRO	SKILL NAME		ABILITY	MODIFIER	MODIFIER	RANKS	MISC MODIFIER		
CHA charisma			ш		Donus			$\boxtimes A$	ALCHEMY		INT	=	=+		+		
SAVING T	⊔DO\Y/S	тот	A I BAS	E ABILITY M	IAGIC MISC. TE	MP. Isonditio	nal modifiers		Animal Empathy Appraise ■	•	INT				+		
REF			AL SAV	E MODIFIER MC	DIFIER MODIFIER MO	DIFIER	nai modiliers	I	AUTOHYPNOSIS		INT WIS		=+		+		
(dexte	rity)		_ =	++		_		I	BALANCE ■		DEX*		=		+		
FORTI (constitu	ŢŲDE		_=_		+ + +			_	BLUFF ■		СНА	=	=+		+		
WILLP	•	-	╡늗		===	-		1 -	LIMB ■	_	STR*		=+				
(wisd			╝╸	+ +				Ι – .	CONCENTRATION RAFT (•	CON) INT		=+ = -		+ +		
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		тот	AL BON	CK STR :	SIZE MISC TE	MP.		I —	DIPLOMACY ■		СНА	=	=+		+		
MĘĻ				1+	1+11+			I —	DISABLE DEVICE		INT		=+		+		
attack b			╡늗					1 -	DISGUISE ■ SCAPE ARTIST ■		CHA DEX*		=+ = -				
RAN attack	onus		╝=┖	++	++	_		I —	ORGERY ■		INT		=		+		
		тот	ALIA	CK MODIFIER MC	SIZE MISC DIFIER MODIFIER			_	Gather Informa	TION ■	СНА	=	=+		+		
			BON	US .					HANDLE ANIMAL		CHA		=+		+		
V	VEAPO	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		HEAL ■ HIDE ■		WIS DEX*		=+ = -				
								I .	NNUENDO		WIS		 =+		+		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	FS	⊠I	NTIMIDATE =		СНА	=	=+		+		
IOUTOL	WEIGITI	3122			31 2011	ET KOT EKT		I	ntuit Direction	I	WIS		=+				
								1 '	UMP ■ (NOWLEDGE (ARCA	(114	STR* INT		=+		+		
V	VEAPO	ON		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL	_	(NOWLEDGE (ARCH	,					Т		
								8	ENGINEERING)		INT	=	=+		+		
PANCE	V/FIGUE	CITE		TVDE	CDECIA	L DROBERT			NOWLEDGE (GEO	,	INT		=+		+		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	ES	1 -	(NOWLEDGE (HIST (NOWLEDGE (LOCA	,	INT		==		+		
									(NOWLEDGE (NATI						+		
V	VEAPO	N		TOTAL ATTACK	PONUS D	MAGE	CRITICAL	_	(NOWLEDGE (PSIO	,	INT		=+				
				TOTAL ATTACK	DONOS DI	AWIAGE	CKITICAL		NOWLEDGE (THE	,	INT		=				
								_	(NOWLEDGE (RELIG LISTEN ■	GION)	INT WIS		=1 =1				
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	ES		Nove Silently ■		DEX*		=1 =1				
								⊠ (DPEN LOCK		DEX		=+		+		
									PERFORM () СНА	=			+		
ARMOR/I	PROTEC	TIVE IT	ЕМ	TYPE	ARMOR BON	usc	HECK PENALTY		SICRAFT PICK POCKET		INT DEX*	=	=+		+		
_				****	ARMION BOIL	00 0.	TECKT ENVIET	1 -	ROFESSION (+		
					40.00				READ LIPS		INT	=	=1		+		
MAX DEX	SPELL FAI	LURE	SPEED	WEIGHT	SPECIA	L PROPERTI	ES	_	RIDE ■			=					
								_	REMOTE VIEW ■ SEARCH ■		INT		=1 =1				
SHIELD/PI	ROTECT	IVE ITE	M	IOR BONUS	WEIGHT SPELL F	ALL LIDE C	JECV DEMALTY	_	ENSE MOTIVE		WIS		=1 =1				
			ARN	OK BONUS	WEIGHT SPELL F	AILURE CH	HECK PENALTY	⊠ S	PELLCRAFT		INT		=+		+		
								_	POT ■		WIS		=+		+		
				SPECIAL PROPE	RTIES			_	STABILIZE SELF SWIM ■		CON STR* [;]		= = 		+		
								_	UMBLE		DEX*		==				
				AMMUNITIO	DN			_	Jse Magic Devic	E							
								, –	JSE PSIONIC DEV	ICE		=			+		
]			18888 88888 18888 88888		Jse Rope ■ Vilderness Lore		DEX WIS				+		
						L		, (A)	DERIVESS LORI	-	WID	=			+		

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		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	7			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10	10	10
		ATTACI	K MOD	ES		POWER	S		
LIGHT LOAD MEDIL	J LJ JM LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI)ES					
EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE				-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
		•		0 —					
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MONEY	LANGUAGES	3R	D						
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character name					player	DUNGEONS								
Psion: E	goist								7		200			
class		ra	ice		alignment		level	deity	•	I	AG		<u>J</u>	
size	age	g	ender	height	weight	eyes	hair	skin	CHARA	ACTER	REC	ORD	SHE	ETS
ABILITY NAME	ABILITY	ABILITY	TEMPORARY	TEMPORARY	TOTAL	·				DAMAGE	HIT DIE		SPEED	,
STR	SCORE	MODIFIER	SCORE	MODIFIER	HP	WOI	JNDS/CURRENT HP	SUBDUAL DAMA	AGE	REDUCTION	d4		,, LL.	
strength		Щ	ш		it points						Q4	<u> </u>		
DEX dexterity			ш	arr	AC nor class	= 10+		++	+					
CON					TOTAL		ARMOR SHIELD BONUS BONUS N	DEX SIZE NATU MODIFIER MODIFIER ARM	JRAL MISC IOR MODIFIER		CHANCE	SPELL	ARMOR CHECK PENALTY	SPELL RESISTANO
	\vdash	\vdash	Н		VITIATIVE	-	+	10		CIVIL			i	
intelligence				_	modifier	TOTAL	DEX MISC MOD MOD	CLAS		SKIL	LS	MA	X RANKS	/
WIS wisdom					BASE ATTA	CK	INIOD INIOD	SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
ÇḤA					bonus	·CK		☐ ALCHEMY		INT				
charisma									THY ■	INT			+ +	.+ +
SAVING T	HROWS	TOT	AL BAS	E ABILITY MA E MODIFIER MOD	AGIC MISC. TE DIFIER MODIFIER MO	MP. DIFIER CONC	litional modifiers	APPRAISE ■		INT	:	=	+	+
REFL (dexte	EX		7=[+ +	+ +			☐ AUTOHYPNOS	IS	WIS		=		+
FORTI			╡늗					□ Balance ■ □ Bluff ■		DEX [*]		=		+
(constitu	rtion)		=	+ +	++			☐ CLIMB ■		STR*		=		+
WILLP	DWER		_=_	+ +	+ +			☐ CONCENTRATI	ION ■	CON		=		+
(wisdo	om)							⊠ Craft ■ () INT	:	=	+	+
			BAS	E CTD			litional modifiers	□ DECIPHER SCI	RIPT	INT			+	.+
		тот	AL BON	CK STR SI US MODIFIER MOD	IZE MISC TE DIFIER MODIFIER MO	MP. DIFIER		□ DIPLOMACY ■ □ DISABLE DEVI	CF	CHA INT			+ +	.+ +
MEL attack b			=	+ +	+ +	- 11		⊠ Disguise ■		CHA		=		+
RANG			三三						Τ ■	DEX	·	=	+	+
attack b	onus		BAS	E DEX SI	IZE MISC			⊠ Forgery ■		INT			+	+
		TOT	AL ATTA	CK MODIFIER MOD	DIFIER MODIFIER			│ 図 GATHER INFO 図 HANDLE ANIM		CHA CHA			+ +	.+
	//								MAL	WIS		=		+
V	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL	⊠ Hide ■		DEX		=		+
								⊠ Innuendo		WIS		=	+	_+
RANGE 1	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	TIES	⊠ INTIMIDATE ■		CHA		=		+
									TION	WIS STR*		=		+
								⊠ Knowledge ((ARCANA)	INT		= =		.+ +
V	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		. ,	RE				
								& ENGINEERING	•	INT	=	=	+	+
DANCE V	WEIGHT	SIZE		TVDE	SDECIA	I DRODER	TIES		,			=		+
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	THES		,	INT			+ +	.+ +
										INT		=	'	+
<u> </u>	/EAPC	N		TOTAL ATTACK	RONUS D	MAGE	CRITICAL	☐ Knowledge	` ,	INT	:	=	+	+
				- TOTAL ALTACK	DONOS DA	WINGL	CKITICAL		. ,	INT		=		+
								⊠ Knowledge (⊠ Listen ■	(KELIGION)	INT WIS		=		.+ +
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	THES		LY ■	DEX*		=		+
								OPEN LOCK		DEX		=		+
								⊠ PERFORM ■ () СНА		=		+
ARMOR/I	PROTEC	TIVE IT	ЕМ	TYPE	ARMOR BON	US	CHECK PENALTY	☐ PSICRAFT ☐ PICK POCKET		INT DEX ³	. ———	=		+
					ARMOR BON		GHEGN ENAL!		() WIS		=		+
								⊠ READ LIPS		INT		=		+
MAX DEX S	PELL FAI	LURE	SPEED	WEIGHT	SPECIA	L PROPER	TIES	⊠ Ride ■		DEX		=	+	+
								⊠ REMOTE VIEW	•	INT		=		.+
SHIELD/PI	OTECT	IVE ITE	м						E■	INT WIS		=		+
3111540/17		111	ARM	OR BONUS V	VEIGHT SPELL F	AILURE	CHECK PENALTY	SPELLCRAFT SPELLCRAFT	_	INT		=		+
								⊠ Spot ■		WIS		=		+
			Ċ	SPECIAL PROPE	RTIES			☐ STABILIZE SEL	.F	CON		=		+
								□ Swim ■ ⊠ Tumble		STR*		=		
				AMMUNITIO	N			│ 図 TUMBLE □ USE MAGIC D	EVICE	CHA		=		.+ +
										CHA		=		*
								Use Rope ■		DEX			+	+
								⋈ WILDERNESS	Lore =	WIS		=	+	_+

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		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	٦			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10	10	10
		ATTACI	K MOD	ES		POWER	S		
LIGHT LOAD MEDIL	J LJ JM LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI)ES					
EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE				-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
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character name			player	player						DUNGEONS						
Psion: Sa	avant								_		FYB	λ <i>C</i> (2KK			
class		race	е		alignment		level		deity	•	シベ	AG(5		
size	age	gen	ıder	height	weight	eyes	hair	ski		H A R A	CTER	RECO	ORD :	SHEI	ETS	
ABILITY NAME	ABILITY	ABILITY T	EMPORARY	TEMPORARY	TOTAL	·		-			DAMAGE	HIT DIE		PEED		
STR	SCORE	MODIFIER	SCORE	MODIFIER	HP	WOUN	DS/CURRENT HP	1 —	SUBDUAL DAMAGE		REDUCTION	d4		PEED		
strength DEX		H	-	h	it points										$\overline{}$	
dexterity				ari	mor class	= 10+	RMOR SHIELD	DEX	SIZE NATURAL	MISC	L	MISS A	ARCANE	ARMOR	SPELL	
CON constitution				ш.,	TOTAL	. — — — —	ONUS BONUS I	MODIFIER	MODIFIER ARMOR	MODIFIER	(CHANCE	SPELL	CHECK I	RESISTANCE	
INT intelligence					NITIATIVE modifier		DEX MISC	CLASS			SKILL	S	MAX	RANKS	/	
WIS			_				MOD MOD	Š	KILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
CHA			-	_	BASE ATTA	CK		5			ABILITY	MODIFIER	MODIFIER		MODIFIER	
charisma			_						lchemy nimal Empathy		INT INT	=	=		+	
SAVING TI	HROWS	TOTAL	L BASE	E ABILITY MA	AGIC MISC. TE DIFIER MODIFIER MOD	MP. condition	onal modifiers		PPRAISE ■	•	INT		=+ = -		+	
REFL					T. C. T.	JIFIER		I	UTOHYPNOSIS		WIS		=+		+	
(dexter	ity)		J=			_		⊠B	ALANCE ■		DEX*	=	=+		+	
FORTIT	<u>[UDE</u>]=[+ +	+ +			1	LUFF ■		CHA	=	=+		+	
(constitu			╎├		= = = =			ı –	LIMB ■		STR*		=			
WILLPC (wisdo			<u> -</u>	++	++			I	ONCENTRATION I		CON		=+		+	
									RAFT ■ (ECIPHER SCRIPT		_) INT INT		=+ = -		+	
			BASE	E CK STR S	IZE MISC TE	MP. condition	onal modifiers	_	IPLOMACY ■		CHA		= =		+	
MEL	FF	TOTAL	- BONL	JS MODIFIER MO	DIFIER MODIFIER MOD	DIFIER		_	ISABLE DEVICE		INT		= -		+	
MEL attack b			=	++	+ +			⊠ D	ISGUISE ■		СНА		=			
RANC	GED		ī	7. — . –	一.	_		⊠E	SCAPE ARTIST ■		DEX*	=	=+		.+	
attack b	onus]=[_	ORGERY =		INT	=	=+		.+	
		TOTAL	BASE ATTAC BONU	CK MODIFIER MO	IZE MISC DIFIER MODIFIER			_	ATHER INFORMA	TION ■	CHA		=		+	
			BOING	55				_	ANDLE ANIMAL		CHA		=		.+	
W	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		EAL ■		WIS DEX*		=			
									IDE = NNUENDO		WIS		=+		+	
		1							NTIMIDATE		CHA				.T	
RANGE \	VEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	ES		NTUIT DIRECTION		WIS		=		+	
									JMP ■		STR*		=		+	
								⊠K	NOWLEDGE (ARCA	NA)	INT	=	=+		+	
W	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL	⊠K	NOWLEDGE (ARCH	HITECTUR	E					
									ENGINEERING)		INT		=		.+	
DANCE \	VELCUT.	6175		TVDE	CDECIA	L DDODEDT	FC		NOWLEDGE (GEO	,	INT		=+		.+	
RANGE \	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	ES		NOWLEDGE (HIST	,	INT	=	=+		+	
									NOWLEDGE (LOCA NOWLEDGE (NATU		INT				+	
	/FAB6	NNI -							NOWLEDGE (NATO		INT	=	=+			
, w	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		NOWLEDGE (F310	,	INT					
									NOWLEDGE (RELIG	,	INT					
RANGE \	WEIGHT	SIZE		ТҮРЕ	SPECIA	L PROPERTI	ES	⊠L	STEN .		WIS		=			
		JIEL			51 ECIA			_	OVE SILENTLY ■		DEX*	=	=		.+	
								_	PEN LOCK		DEX		=+		.+	
									ERFORM ■ (,	=			+	
ARMOR/F	ROTEC	TIVEITE	М	TYPE	ARMOR BON	us de	HECK PENALTY		sicraft ick Pocket		INT		=		+	
				ITPE	ARMOR BON	US CI	HECK PENALIT	1 –	rofession (`=			+	
								_	EAD LIPS		_) wis		== ==		. +	
MAX DEX S	PELL FAI	LURE SI	PEED	WEIGHT	SPECIA	L PROPERTI	ES		IDE ■						+	
								_	EMOTE VIEW ■		INT		=			
								l 🗆 S	EARCH ■		INT		=+			
SHIELD/PF	ROTECT	IVE ITEM	ARM	OR BONUS V	VEIGHT SPELL F	AILURE C	HECK PENALTY		ense Motive =		WIS	=	=+		+	
								_	PELLCRAFT		INT	=	=+		.+	
								_	POT ■		WIS		=		.+	
				SPECIAL PROPE	RTIES			_	TABILIZE SELF		CON STR* [*]		=		+	
								_	WIM ■ UMBLE		STR^/		=			
				AMMUNITIO	N.			_	omble se Magic Devic	F		=				
						-		_	SE PSIONIC DEVI							
								l ⊠ U	SE ROPE ■		DEX				+	
		[18888 8888 18888 88888	⊠ W	/ilderness Lore		WIS				+	

campaign		D014//							
		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	٦			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
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		ATTACI	K MOD	ES		POWER	S		
LIGHT LOAD MEDIL	J LJ JM LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI)ES					
EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE				-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
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character name			player						DUNGEONS						
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class	•	rac	ce		alignment		level		deity	•		AG(
size	age		nder	height	weight	eyes	hair	skii		HARA	CTER	R E C (ORD :	SHEI	ETS
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOLINI	DS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	HIT DIE TYPE	S	PEED	
STR	SCORE	MODIFIER	SCORE		HP	WOUNI	DS/CURRENT HP	1	SUBDUAL DAMAGE		REDUCTION	d4			
strength DEX			Н		AC	10. [<u> </u>							$\overline{}$	
dexterity		Щ	ш	ar	mor class	= 10+ L	RMOR SHIELD	DEX	SIZE NATURAL	MISC	Į	MISS A	ARCANE .	ARMOR	SPELL
CON constitution			ш	ш.,	TOTAL	• ——— É	ONUS BONUS	MODIFIER	MODIFIER ARMOR	MODIFIER	(CHANCE	SPELL	CHECK I	RESISTANCE
INT intelligence					NITIATIVE modifier	=	+	CIASS			SKILI	S	MAX	RANKS	/
WIS		一		ш.			DEX MISC MOD MOD	Š	KILL NAME		KEY	SKILL	ABILITY	RANKS	MISC MODIFIER
wisdom CHA			-	н.	BASE ATTA	VCK		SR 3	KILL NAME		ABILITY	MODIFIER	MODIFIER		MODIFIER
charisma			ш						lchemy nimal Empathy	/ =	INT INT	=	=+		+
SAVING T	HROWS	TOTA	AL BAS	E ABILITY M	AGIC MISC. TE DIFIER MODIFIER MO	MP.	nal modifiers	_	PPRAISE	•	INT		=† = -		+
REFL	EX		7_[7+	1	SII IEK		⊠ A	UTOHYPNOSIS		WIS		=		+
(dexte	.,		┧┝	7,				_	ALANCE ■		DEX*		=		+
FORTI (constitu	TUDE ition)			++	+ +			1	LUFF ■ LIMB ■		CHA STR*		=		+
WILLPO	OWER		7_		=,=,	_		_	ONCENTRATION		CON		=+		+
(wisdo			┚┖	」 '└──'└				I	RAFT ■ (_) INT				+
			BAS	F		condition	onal modifiers	1 -	ECIPHER SCRIPT		INT	=	=+		+
		TOTA	ATTA	CK STR S	SIZE MISC TE DIFIER MODIFIER MO	MP. DIFIER		1 -	IPLOMACY ■		CHA		=+		+
MEL attack b			7=	+ +	+ +			1 -	ISABLE DEVICE		INT CHA		=+		+ +
RAN			┧늗	 	===			1 -	SCAPE ARTIST		DEX*				
attack b	onus		=	++	++	_		⊠ F	ORGERY ■		INT	=	=		+
		TOTA	L BAS ATTAG BONG	CK MODIFIER MO	DIFIER MODIFIER			_	ATHER INFORMA	ATION ■	СНА		=+		+
			BOIN	J3				_	andle Animal eal ■		CHA WIS		=		+
V	/EAPC	N		TOTAL ATTACK	BONUS DA	AMAGE	CRITICAL		IDE ■		DEX*		=+ = -		
								Ι.	NNUENDO		WIS				+
RANGE '	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	FS	⊠ In	NTIMIDATE =		СНА	=	=+		+
1011101	WEIGIII	3122		1112	31 2011	iz i noi znii		I	NTUIT DIRECTION	N	WIS		=		+
								1 '	JMP ■ NOWLEDGE (ARC	A N. A)	STR*		=+		+
V	/EAPC	N		TOTAL ATTACK	BONUS DA	AMAGE	CRITICAL		NOWLEDGE (ARC	,					т
				TOTALATACK	DONOS DA	W/VGE	CKITICAL		ENGINEERING)		INT	=	=		+
									NOWLEDGE (GEC	,	INT	=	=+		+
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	ES	7 -	NOWLEDGE (HIS	,	INT	=	=		+
									NOWLEDGE (LOC NOWLEDGE (NAT		INT				+
V	/EAPC	N			201112				NOWLEDGE (PSIC	,	INT				
				TOTAL ATTACK	BONUS DA	AMAGE	CRITICAL		NOWLEDGE (THE	,	INT	=	=+		+
								_	NOWLEDGE (RELI	GION)	INT		=+		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	ES		isten ∎ Iove Silently ∎		WIS DEX*		=+		
								_	PEN LOCK	-	DEX		= =		+
			_	!					ERFORM ■ (_) сна	=	=		+
ARMOR/I	PROTEC	TIVE IT	ЕМ	TVD=	401400-00 -		IEGI BENINE		SICRAFT		INT		=+		+
ARMOR	KOTEC			TYPE	ARMOR BON	US CI	HECK PENALTY	1 -	ick Pocket rofession (·=			+
								_	EAD LIPS		_) wis	=	=1 =1		+
MAX DEX S	PELL FAI	LURE S	SPEED	WEIGHT	SPECIA	L PROPERTI	ES		IDE ■						+
								_	emote View ■		INT		=+		
			7)					_	EARCH ■		INT		=+		
SHIELD/PI	ROTECT	IVE ITE	ARM	IOR BONUS \	WEIGHT SPELL F	AILURE CI	HECK PENALTY		ENSE MOTIVE ■ PELLCRAFT		WIS		=+		+
								_	POT ■		WIS		=1 =1		+
				SPECIAL PROPE	RTIES			_	TABILIZE SELF		CON		=		+
								_	WIM ■		STR*		=+		
								_	umble se Magic Devic	~ -	DEX*		=		
				AMMUNITIC)N	_		□ II	SE PSIONIC DEVI			=			
								, _ ∫ ⊠ U	SE ROPE ■	-					+
							18888 8888 18888 8888	⊠ W	llderness Lor	E ■	WIS	=	=		+

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		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	7			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10	10	10
		ATTACI	K MOD	ES		POWER	S		
LIGHT LOAD MEDIL	J LJ JM LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI)ES					
EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE				-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
		•		0 —					
		15	т						
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character name play				player	player						DUNGEONS							
Psion: So	Psion: Seer										DA C	ON K						
class		ra	ce		alignment		level	deity			AG							
size	age		nder	height	weight	eyes	hair	skin	CHAR	ACTER	REC	ORD	SHEI	ETS				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	- 1001	INDS/CURRENT HP	CLID	DUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	5	SPEED)				
ŞTŖ	SCORE	MODIFIER	SCORE		HP nit points] [INDS/CORRENT HP	308	DUAL DAWAGE	REDUCTION	d4			-				
strength DEX	\vdash	H	-		AC]= 10 +	<u> </u>			1			$\overline{}$	$\overline{}$				
dexterity	Щ	\vdash	ш	ar	mor class TOTAL		ARMOR SHIELD	DEX SIZ	ZE NATURAL MISC	J	MISS	ARCANE	ARMOR	SPELL				
CON			ш	Ш и	NITIATIVE	_	BONUS BONUS	MODIFIER MODI	IFIER ARMOR MODIFIER	₹	CHANCE	SPELL FAILURE	CHECK PENALTY	RESISTANCE				
INT intelligence					modifier		DEX MISC	CLASS		SKIL	LS	MA	X RANKS	/				
WIS						TOTAL	MOD MOD	Ś	. NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER				
CHA		H	Н	_	BASE ATT	ACK		8			MODII IEM	MIODII IEK		MODIFIER				
charisma				_				⊠ Alchi ⊠ Anim	emy al Empathy ■	INT		=: =	+ +	.+ +				
SAVING T	HROWS	TOT	AL BASE	E ABILITY M E MODIFIER MO	IAGIC MISC. 1 DIFIER MODIFIER MO	EMP. DDIFIER cond	itional modifiers	APPRA		INT			+	_+				
REFL (dexter	EX		7=[+ +	+ +			1	HYPNOSIS	WIS		=						
FORTI	.,		1=	7	=.=.			⊠ Balan⊠ Bluff		DEX ³		=· = ·						
(constitu	tion)		┚┖			_		⊠ CLIME		STR*								
WILLPO		3	=	+ +	+ +			1	ENTRATION ■	CON		=						
	,							→ ⊠ CRAFT	T■ (PHER SCRIPT	INT		=	+ +	.+				
		TOT/	BASE ATTAC	CK STR S	SIZE MISC 1	EMP.	itional modifiers	DIPLO		CHA			+ +	. +				
MEL	EE	TOTA	AL BONU	JS MODIFIER MO	DIFIER MODIFIER MO	DDIFIER		☐ DISAB	BLE DEVICE	INT		=		_+				
attack b	onus		J⁼L			_		⊠ Disgu		CHA		=						
RAN(attack b			=	+ +	+ +			⊠ ESCAP	PE ARTIST ■	DEX ³		=: = ·	+ +	.+				
		тоти	AL BASE	E DEX S	SIZE MISC DIFIER MODIFIER			I	er Information =			- -		.'				
			BONU	JS				_	DLE ANIMAL	СНА		=	+	_+				
W	/EAPO	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL			WIS DEX ⁵		=						
								N INNUI		WIS		=: = ·		.+ +				
RANGE \	WEIGHT	SIZE		TYPE	SPECI	AL PROPER	TIES			СНА		=		+				
KANGE	WEIGITI	SIZE		1172	SPECI	AL PROPER	IILS		t Direction	WIS		=:						
								J ⊠ JUMP	■ /LEDGE (ARCANA)	STR*		=: = ·	+ +	.+				
W	/EAPO	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL		LEDGE (ARCHITECTU				т					
									INEERING)	INT		=	+	_+				
DANCE	V/EICHT	CIZE		TVDE	SDECL	AL DRODER	TIES	_	LEDGE (GEOGRAPHY	,			+	_+				
RANGE	WEIGHT	SIZE		TYPE	SPECI	AL PROPER	IIE2	1	/LEDGE (HISTORY) /LEDGE (LOCAL)	INT			+	.+				
									LEDGE (NATURE)				'	+				
W	/EAPO	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL		LEDGE (PSIONICS)	INT		=	+	_+				
					-Sonos D		CHITTCHE		/LEDGE (THE PLANES) /LEDGE (RELIGION)			=:						
RANGE V	WEIGHT	CITE-		TVDE	CDEC	AL DOGGGG	TIEC		, ,	INT WIS		=: =:						
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	IIE2	_	SILENTLY	DEX		=						
										DEX		=						
								⊠ PERFC	ORM ■ (AFT) CHA INT		=: =						
ARMOR/	PROTEC	TIVE IT	ЕМ	TYPE	ARMOR BO	NUS	CHECK PENALTY	_			*							
								⊠ Profe	ESSION (
MAX DEX S	PFII FAI	LURE S	SPEED	WEIGHT	SPECI	AL PROPER	TIFS	☑ READ		INT		=						
								□ Ride i □ Remo	■ ote View ■	DEX INT		=: =		.+ +				
								SEARC		INT		=		_+				
SHIELD/PI	ROTECT	IVE ITE	M ARM	OR BONUS	WEIGHT SPELL	FAILURE	CHECK PENALTY	_	E MOTIVE ■	WIS		=						
								SPELL □ SPOT		INT WIS		=·						
				SPECIAL PROPE	RTIES			_	■ LIZE SELF	CON		=: =						
								⊠ Swim		STR*		=						
								」 ⊠ Т∪мв			·							
				AMMUNITIO	ON			— □ Her D	Magic Device Sionic Device	CHA		=·						
								□ □ USE R		DEX		=: =:		. +				
									erness Lore ■	WIS				+				

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		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	7			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10	10	10
		ATTACI	K MOD	ES		POWER	S		
LIGHT LOAD MEDIL	J LJ JM LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI)ES					
EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE				-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
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character name pl			player					DUNGEONS							
Psion: To	elepat	h								F	λC	ak K			
class		ra	ce		alignment		level	deity	·		AG				
size	age		ender	height	weight	eyes	hair	skin	_ CHARA	ACTER	REC	ORD	SHEI	ETS	
	ABILITY	ABILITY	TEMPORARY	TEMPORARY		•				DAMAGE	HIT DIE		DEEF		
STR.	SCORE	MODIFIER	SCORE	MODIFIER	TOTAL	wou	NDS/CURRENT HP	SUBDUA	AL DAMAGE	REDUCTION	TYPE		SPEEC	,	
strength			ш		HP nit points	ļ L					d4	<u> </u>			
DEX dexterity			ш	a	MC rmor class	= 10+	+ + +	+	+ +						
CON				\Box	TOTAL	•	ARMOR SHIELD BONUS BONUS	DEX SIZE MODIFIER MODIFIER	NATURAL MISC R ARMOR MODIFIER		MISS CHANCE	SPELL	ARMOR CHECK PENALTY	SPELL RESISTANCE	
			-		NITIATIVE modifier	=	+	v		CVII				,	
INT intelligence		Щ	ш	ш.	mounter	TOTAL	DEX MISC MOD MOD	e-crass		SKIL	_		X RANKS	/	
WIS wisdom			ш		BASE ATT	ACK		န္တို SKILL N	AME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
CHA charisma			П		bonus			Alchem	Y	INT	-		+	+	
			DACI	r ADULTY A	AACIC MISC T	EMB		_	Емратну ■	INT		=	+	+	
SAVING T		TOT	AL BASE	E ABILITY N E MODIFIER MO	MAGIC MISC. T	EMP. DIFIER condi	tional modifiers	APPRAIS		INT		=		.+	
REFI (dexte	_ EX rity)		_ =	++	++			✓ AUTOHY✓ BALANCE		WIS		=: =:			
FORT!	TUDE		\neg _ \square	7+				☐ BLUFF ■		СНА		=			
(constitu			┥					⊠ CLIMB ■		STR*		=			
WILLP(wisdo			_ =	++	++			CONCEN		CON		=:			
							l'and and l'Con-	J ⊠ CRAFT ■ ¬ ⊠ DECIPHE	•) INT INT		=: =			
		тот	BASI ATTAC	CK STR	SIZE MISC T	ЕМР.	tional modifiers	☐ DIPLOMA		СНА			+	+	
MEL	EE	I	AL BONU	JS MODIFIER MC	J. MODIFIER MC	DIFIER		□ DISABLE		INT		=	+	.+	
attack b	onus		╝╸	┛╬┸		_		⊠ Disguis		CHA DEX ³		=:			
RAN (=	+ +	+ +	- 11				INT		=: = ·	+ +	.+ +	
		тот	AL BASE	E DEX CK MODIFIER MO	SIZE MISC DDIFIER MODIFIER			1 -	Information	СНА		=		+	
			BONU	JS				⋈ Handle	Animal	СНА		=	+	.+	
V	/EAPC	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL	MEAL ■		WIS		=:			
				TOTAL ATTACK	. DONOS D	, IIII/IGE	CHITCHE	■ HIDE ■ ⊠ INNUEN	DO	DEX [†]		=: = ·		.+ +	
PANCE	V/EIGI IT	6175		TVDE	CDEC!	U BBOBER	FLEC	■ INTIMID		CHA		=			
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPERT	IIES	⊠ Intuit 🛭	DIRECTION	WIS		=	+	+	
										STR*		=		+	
V	/EAPC	N		TOTAL ATTACK	Z BONILIS D	AMAGE	CRITICAL		DGE (ARCANA) DGE (ARCHITECTUR	INT		=:	+	.+	
				TOTAL ATTACK	BONUS D	AMAGE	CRITICAL	& ENGINE	*.	INT		=·	+	+	
		,						_	DGE (GEOGRAPHY)	INT		=	+	+	
RANGE	WEIGHT	SIZE		TYPE	SPECI/	AL PROPERT	TIES		DGE (HISTORY)	INT			+	+	
								I	DGE (LOCAL) DGE (NATURE)	INT			+	+	
v	/EAPC	N							DGE (PSIONICS)	INT		=: =:			
v	A TAIP C	41		TOTAL ATTACK	BONUS D.	AMAGE	CRITICAL	⊠ Knowle	DGE (THE PLANES)	INT		=			
<u> </u>								_	DGE (RELIGION)	INT		=			
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	TIES			WIS		=:			
								✓ OPEN LO		DEX		=·			
		•	-					_	и ■ () сна		=			
ARMOR/I	PROTEC	TIVE IT	EM	TVDE	ADMOR BOX	11.15	CUECV DENALTY	☐ PSICRAFT		INT		=			
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,				TYPE	ARMOR BON	105	CHECK PENALTY		CKET SION (k				
								■ READ LIF	(INT		=: =:			
MAX DEX	SPELL FAI	LURE	SPEED	WEIGHT	SPECIA	AL PROPERT	TIES	⊠ Ride ■		DEX		=			
								□ Кемоте		INT		=		+	
SHIELD/PI	ROTECT	IVE ITE	м					SEARCH ☐ SENSE W		INT WIS		=: =:			
	KOTECI	-VI-1111-	ARM	OR BONUS	WEIGHT SPELL I	AILURE	CHECK PENALTY	SPELLCRA		INT		=: =:			
L								⊠ Spot ■		WIS		=	+	+	
				SPECIAL PROPI	ERTIES			⊠ STABILIZ	E SELF	CON		=:			
								SWIM ■ □ TUMBLE		STR*		=: -			
				AMMUNITIO	ON			✓ USE MAG	GIC DEVICE	CHA		=·			
								_ ⊠ Use Psic	ONIC DEVICE						
								☐ USE ROP		DEX		=:		+	
								□ ⊠ WILDERN	ness Lore ■	WIS		=	+	.+	

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		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	7			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10		10
		ATTACI	K MOD	ES		POWER	S		
LIGHT LOAD MEDIL	J LJ JM LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI)ES					
EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE				-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
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MONEY	LANGUAGES	3R	D						
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CHARACTER NAME	PLAYER		—— (I	L UNG	EONS
Cleric			<u>1</u>) RAG	ONS [®]
CLASS RACE	ALIGNMENT	DEITY	■ Charac		ORD SHEETS
LEVEL SIZE AGE GENI	DER HEIGHT WEIGH	T EYES	HAIR	· ER REC	OKO SIILLIS
ABILITY ABILITY TEMPORARY TEMPORARY SCORE MODIFIER SCORE MODIFIER	TOTAL WOL	JNDS/CURRENT HP	SUBDUAL DAMAGE F	DAMAGE HIT DIE	SPEED
STR STRENGTH	HP HIT POINTS			d8	
DEX	AC = 10+	+ +	+ + + +		
CON	ARMOR CLASS TOTAL	ARMOR SHIELD DE BONUS BONUS MODI	X SIZE NATURAL MISC FIER MODIFIER ARMOR MODIFIER	MISS CHANCE	ARMOR SPELL CHECK RESISTANCE
INT	INITIATIVE		SS	SKILLS	PENALTY MAX RANKS /
INTELLIGENCE TO THE PROPERTY OF THE PROPERTY O		DEX MISC MODIFIER MODIFIER	S SKILL NAME	KEY SKI	LL ABILITY RANKS MISC MODIFIER MODIFIER
WIS WISDOM	BASE ATTACK	I	Ö	ABILITY MODI	FIER MODIFIER RANKS MODIFIER
CHA CHARISMA	BONUS	_	ALCHEMY Appraise ■	INT	=+++
SAVING THROWS TOTAL BASE ABILI	TY MAGIC MISC. TEMPORARY CONT.	DITIONAL MODIFIERS	⊠ Balance ■	DEX*	_=++
FORTITUDE	+ + +	I -	⊠ Bluff ■ ☑ Climb ■	CHA	_=+_+
(CONSTITUTION) REFLEX = +		-	☐ Concentration ■	con	_=++
(DEXTERITY)		1.	□ Craft ■ (□ Diplomacy ■	_) ·INT CHA	_=++
(WISDOM) +	+ + + + + + + + + + + + + + + + + + + +	1 -	DISABLE DEVICE	INT	_=+++
			⊠ Disguise ∎ ⊠ Escape Artist ■	CHA	_=++
TOTAL	STR SIZE BASE ATTACK BONUS MODIFIER MODIFIE	D MODIFIED MODIFIED	S FORGERY ■	INT	=++ =++
MELEE ATTACK BONUS	= + +	J L & # "	☑ Gather Information ■ ☑ Handle Animal	CHA	_=++
RANGED ATTACK BONUS	= + +]+ 	☐ HEAL ■	wis	_=++ _=++
TOTAL	BASE ATTACK BONUS DEX SIZE MODIFIER MODIFIE	IK MODITIEN	HIDE =	DEX*	_=++
		_	⊠ Innuendo ⊠ Intimidate ■	WIS	=++ =++
WEAPON TOTAL A	TTACK BONUS DAMAGE		INTUIT DIRECTION	WIS	=++
	CDECIAL PROPER	·	☑ JUMP ■ ☑ KNOWLEDGE (ARCANA)	INT	_ =+++ _ =++
RANGE WEIGHT TYPE SIZE	SPECIAL PROPER	I I ES	KNOWLEDGE (ARCHITECTURE	INT	
			& engineering)	INT	=+++ =++
WEAPON TOTAL A	TTACK BONUS DAMAGE		KNOWLEDGE (HISTORY)	INT	=++
		1 -	⊠ Knowledge (local) ⊠ Knowledge (nature)	INT	_= + + = + +
RANGE WEIGHT TYPE SIZE	SPECIAL PROPER		⊠ Knowledge		
			(NOBILITY & ROYALTY)	INT	_=+++ =++
WEAPON TOTAL A	TTACK BONUS DAMAGE	CRITICAL	KNOWLEDGE (RELIGION)	INT	++
		1 1 -	☑ Listen ■ ☑ Move Silently ■	WIS	=++ =++
RANGE WEIGHT TYPE SIZE	SPECIAL PROPER	TIES	OPEN LOCK	DEX	_ =++
			✓ Perform ■ (-) -)	
			(.) сна	_=++
ARMOR/PROTECTIVE ITEM TYPE	ARMOR BONUS N		Pick Pocket Profession(DEX*	_ =++++ =++
			RIDE ■ (·	_=+++
CHECK PENALTY SPELL FAILURE SPEED V	VEIGHT SPECIAL PROP	EK 1163] Scry ■ ₹ Search ■	INT	_=+
			SENSE MOTIVE ■		_=++ _=++
SHIELD/PROTECTIVE ITEM ARMOR BON	IIS WEIGHT CHECK DENAITY	SPELL FAILURE	□ Spellcraft ☑ Spot ■	INT	_=++
ARMOR BON	OS WEIGHT CHECK PENALTY		⊴ Spot ∎ ☑ Swim ■	W1S	_=++ _=++
SPECIAL	PROPERTIES		TUMBLE	DEX*	++
			USE ROPE ■ WILDERNESS LORE	WIS	=+++ =++
AMM	UNITION				
	3]		
]		

	SPECIAL ABILIT	IES/FEATS		DAILY S	SPELLS
CAMPAIGN	TURN/REBUKE AT	TEMPTS	0:		5тн:
	TIMES/DAY	USED			
EXPERIENCE POINTS	3 + CHA MOD. + 4/EXTRA TURNING				
	TURNING CHECK MOD CHA MODIFIER	HFIER			
GEAR					
ITEM WT.	TURNING MOST POWERFUL UNDEAD AFFECTED	NUMBER OF HD TURNED =	1st:		
	(MAX 110)	2d6			6тн:
	UP TO 0 CLERIC'S LEVEL – 4	+			VIII.
	1-3 CLERIC'S LEVEL - 3	CLERIC LEVEL			
	4-6 CLERIC'S LEVEL – 2	+ CHA MODIFIER			
		If cleric level is			
	7–9 CLERIC'S LEVEL – 1	double the HD of the undead or more,			
	10–12 CLERIC'S LEVEL	the undead are destroyed/	2ND:		7тн:
	13-15 CLERIC'S LEVEL + 1	commanded rather than			
		turned/rebuked. Dispelling turning			
	16-18 CLERIC'S LEVEL + 2	works like turning, but the evil cleric			
	19–21 CLERIC'S LEVEL + 3				
	22+ CLERIC'S LEVEL + 4	result of the good			
					8тн:
			3 RD:		
		<u> </u>			9тн:
			4тн:		
					DOMAINS
					NAME
					GRANTED POWER
		<u></u>			
	[] [SPELL SAV	/E	
	LIGHT LOAD MEDIUM LOA	D HEAVY LOAD			□ 2 □ 3
				WIS MODIFIER	□ 4
	LIFT OVER LIFT OFF	PUSH OR		SPELLS BONUS PER DAY SPELLS	□ 5
	HEAD GROUND EQUALS 2 × MAX LOAD	DRAG 5 × MAX LOAD	0	0	□ 7
	MAX LOAD		\		□ 8
TOTAL WEIGHT CARRIED	LANGUAC	ES	1ST		
MONEY	Initial languages = Common + racial	languages + Int bonus	2ND		GRANTED POWER
	Each additional language (Speak Lar	iguage) = 2 skiii points	3RD		GRANTED TOWER
CP			4TH		
			l		
SP —			STH		
			6ТН		□ 2
GP —			7ТН	一一	□ 4
					□ 5
PP			8ТН		□ 7
<u> </u>			9TH		□ 8
1	I				

DAILY SPELLS

	DDD Bustastian from Cond	□ □ □ □ Prayer	L □□□ Unhallow
SPELL SAVE	□□□ Protection from Good	1	
	□□□ Protection from Law	☐☐☐ Protection from Elements	□□□ Wall of Stone
WIS MODIFIER	□□□ Random Action	□□□ Remove Blindness/Deafness	
MODIFIER	CMM Remove Fear	□□□ Remove Curse	6TH LEVEL
SPELL LEVEL SPELLS BONUS	[115] i Sanctuary	□□□ Remove Disease	
SAVE DC LEVEL PER DAY SPELLS	Small Shield of Faith	□□□ Searing Light	I II I Animate Objects
0 0	□□□ Summon Monster I	LICE Speak with Dead	□□□ Antilife Shell
	DDD Summon Monster i		Banishment
1ST		□□□ Speak with Plants	
	2ND LEVEL	□□□ Stone Shape	□□□ Blade Barrier
2ND		□□□ Summon Monster III	□□□ Create Undead
	□□□ Aid	□□□ Water Breathing	□□□ Etherealness
3RD	□□□ Animal Messenger	FIGE: Water Walk	□□□ Find the Path
3ND	□□□ Augury		□□□ Forbiddance
4TH	1	□□□ Wind Wall	Geas/Quest
	□□□ Bull's Strength		
5TH	□□□ Calm Emotions	4TH LEVEL	i I⊜□ Greater Dispelling
	□□□ Consecrate		☐☐☐ Greater Glyph of Warding
6TH	□□□ Cure Moderate Wounds	□□□ Air Walk	□□□ Harm
	□□□ Darkness	□□□ Control Water	리타리 Heal
7TH	□□□ Death Knell	□□□ Cure Critical Wounds	'3000 Heroes' Feast
			.
8TH	□□□ Delay Poison	□□□ Death Ward	□□□ Planar Ally
• • • • • • • • • • • • • • • • • • • •	□□□ Desecrate	□□□ Dimensional Anchor	្សាភា Summon Monster VI
9TH	□□□ Endurance	□□□ Discern Lies	□□□ Wind Walk
JIH	□□□ Enthrall	□□□ Dismissal	□□□ Word of Recall
	□□□ Find Traps	□□□ Divination	
	☐☐☐ Gentle Repose	□□□ Divine Power	
	_		7TH LEVEL
0 LEVEL	□□□ Hold Person	☐☐☐ Freedom of Movement	DDD Blooksmy
	□□□ Inflict Moderate Wounds	□□□ Giant Vermin	□□□ Blasphemy
□□□ Create Water	□□□ Lesser Restoration	□□□ Greater Magic Weapon	IJULI Control Weather
□□□ Cure Minor Wounds	□□□ Make Whole	□□□ Imbue with Spell Ability	☐ ☐ Destruction
Detect Magic	□□□ Remove Paralysis	□□□ Inflict Critical Wounds	□□□ Dictum
□□□ Detect Poison	Resist Elements	□□□ Lesser Planar Ally	☐☐☐ Greater Restoration
		,	COMIC Greater Scrying
□□□ Guidance	□□□ Shatter	□□□ Neutralize Poison	, -
□□□ Inflict Minor Wounds	□□□ Shield Other	□ □ □ Poison	(ACIC) Holy Word
□□□ Light	□□□ Silence	□□□ Repel Vermin	□[] Refuge
□□□ Mending	□□□ Sound Burst	□□□ Restoration	Regenerate
□□□ Purify Food and Drink	□□□ Speak with Animals	□□□ Sending	[Repulsion
HILL Read Magic	1	l g	!][][Resurrection
<u> </u>	□□□ Spiritual Weapon	□□□ Spell Immunity	Summon Monster VII
□□□ Resistance	□□□ Summon Monster II	□□□ Status	
□□□ Virtue	□□□ Undetectable Alignment	□□□ Summon Monster IV	I II II I Word of Chaos
	□□□ Zone of Truth	□□□ Tongues	
1ST LEVEL			8TH LEVEL
131 EEVEE			OTT ELEVATOR
⊓⊓ Bane	3RD LEVEL	5TH LEVEL	□□□ Antimagic Field
□ □ □ Bless	□□□ Animate Dead	□□□ Atonement	☐ [iii] Cloak of Chaos
			□□□□ Create Greater Undead
□□□ Bless Water	□□□ Bestow Curse	□□□ Break Enchantment	
□□□ Cause Fear	LIFI Blindness/Deafness	☐☐☐ Circle of Doom	□□□ Discern Location
□□□ Command	☐☐☐ Contagion	□□□□ Commune	□□□ Earthquake
□□□ Comprehend Languages	U□□ Continual Flame	□□□ Dispel Chaos	() Fire Storm
□□□ Cure Light Wounds	Create Food and Water	Dispel Evil	[] [] [] Greater Planar Ally
□□□ Curse Water		□□□ Dispel Good	I ILIE Holy Aura
	Circle Cure Serious Wounds	·	Mass Heal
Deathwatch	□□□ Daylight	UICE Dispel Law	Shield of Law
□□□ Detect Chaos	Li□□ Deeper Darkness	□□□ Ethereal Jaunt	
□□□ Detect Evil	□□□ Dispel Magic	□□□ Flame Strike	☐☐☐ Summon Monster VIII
□□□ Detect Good	□□□ Clyph of Warding	□□□ Greater Command	LILLI Symbol
Detect Law	□□□ Helping Hand	□□□ Hallow	i][]□ Unholy Aura
Detect Undead	. •		,
	□□□ Inflict Serious Wounds	LIT IC: Healing Circle	
[] [] Divine Favor	□□□ Invisibility Purge	LEED Insect Plague	9TH LEVEL
[]□□ Doom	CIII Locate Object	ENTER Mark of Justice	the leading to a second to the
□□□ Endure Elements	□□□ Magic Circle against Chaos	□□□ Plane Shift	☐☐☐ Astral Projection
□□□ Entropic Shield	□□□ Magic Circle against Evil	□□ Raise Dead	□□□ Energy Drain
Inflict Light Wounds		□□□ Righteous Might	□□□ Gate
	□□□ Magic Circle against Good	1	☐☐☐ Implosion
□□□ Invisibility to Undead	□□□ Magic Circle against Law		□□□ Miracle
□□□ Magic Stone	□□□ Magic Vestment	□□□ Slay Living	
□□□ Magic Weapon	☐☐☐ Meld into Stone	□□□ Spell Resistance	Soul Bind
그리니 Obscuring Mist	□□□ Negative Energy Protection	Lii ∷ Summon Monster V	□□□ Storm of Vengeance
□□□ Protection from Chaos	□□□ Obscure Object	□□□ True Seeing	[7][7][] Summon Monster IX
Protection from Evil	Obscure Object	LUC Hue seeing	(IIIIC) True Resurrection
TOTAL ELECTRICAL MODEL CVII		T. Control of the Con	1

CHARACTER NAME	PLAYER			DUNG	EONS
Companion Creature				FIRAG	ONS [®]
CLASS RACE TOTAL	ALIGNMENT	DEITY	CHAR		CORD SHEETS
LEVEL SIZE AGE GENDER	HEIGHT WEIGH	T EYES	HAIR		
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPOHARY SCORE MODIFIER SCORE MODIFIER SCORE MODIFIER		UNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE HIT DI REDUCTION TYPE	SPEED
STR STRENGTH HIT	HP POINTS			_	
DEX ARMO	AC = 10+	+ + +	+ + + +		
CON	TOTAL	ARMOR SHIELD BONUS BONUS M	DEX SIZE NATURAL MIS- MODIFIER MODIFIER ARMOR MODIF	C MISS FIER CHANG	ARCANE ARMOR SPELL CE SPELL CHECK RESISTANCE FAILURE PENALTY
INT	MODIFIER	= +	ASS	SKILLS	MAX RANKS /
WIS		DEX MISC MODIFIER MODIFIER	SKILL NAME	KEY SI ABILITY MO	KILL ABILITY RANKS MISC MODIFIER
CHA	BASE ATTACK BONUS		BALANCE ■	DEX*	_
CHARISMA BEAUTIFUL TO THE STATE OF THE STATE			☐ CLIMB ■	STR*	=+++
SAVING THROWS TOTAL BASE ABILITY MADE	FIER MODIFIER MODIFIER	DITIONAL MODIFIERS	☐ ESCAPE ARTIST ■ ☐ GATHER INFORMATION	DEX*	=++
FORTITUDE = + + +	+		☐ HIDE ■	DEX*	
REFLEX (DEXTERITY) + +	+		☐ INTUIT DIRECTION ☐ JUMP ■	WIS , STR*	= <u>`</u> +++
WILL = + + +			☐ LISTEN ■	wis	++
(WISDOM)	ACTIVITIES EVA AFT		☐ Move Silently ■ ☐ Search ■	DEX* INT	=++
TOTAL BASE AI	STR SIZE FTACK BONUS MODIFIER MODIF	MISC TEMPORAR		wis	++
MELEE =	+ +	+ +	SPOT ■ SWIM ■	WIS STR**	=++++ =+++
RANGED =] ₊ [] ₊	☐ WILDERNESS LORE ■	wis	++
ATTACK BONUS	TTACK BONUS DEX SIZE MODIFIER MODIF	MISC IER MODIFIER	Skills marked with a can be used no Skills marked with \(\t \) are cross-class	ormally even if the chard	octer has zero (0) skill ranks. PENALTY, if any, applies.
			** -1 per 5 lb. of gear.		
WEAPON TOTAL ATTACK B	ONUS DAMAGE	CRITICAL			
			CAMPAIGN		
RANGE WEIGHT TYPE SIZE	SPECIAL PROPER	RTIES			
			EXPERIENCE POINTS		
WEAPON TOTAL ATTACK B	ONUS DAMAGE	CRITICAL	GEAR	S	PECIAL ABILITIES/FEATS
			ITEM	WT.	
RANGE WEIGHT TYPE SIZE	SPECIAL PROPE	RTIES			
WEAPON TOTAL ATTACK B	ONUS DAMAGE	CRITICAL			
1					
RANGE WEIGHT TYPE SIZE	SPECIAL PROPE	RTIES			
					-
ARMOR/PROTECTIVE ITEM TYPE	ARMOR BONUS	MAX DEX BONUS			
	CDC(M, DDO)	DEDTIES			
CHECK PENALTY SPELL FAILURE SPEED WEIGHT	SPECIAL PRO	PERIIES			
SHIELD/PROTECTIVE ITEM ARMOR BONUS W	EIGHT CHECK PENALTY	SPELL FAILURE			
SPECIAL PROPER	TIES		TOTAL WEIGHT CAR	RIED	
				7	7
AMMUNITION COURSE COURSE	•			_	J L J
			LIGHT LOA	ND MEDIUM LOA	AD HEAVY LOAD
] L
©2000 WIZARDS OF THE COAST, INC. All rights reserved. Made in the U.S.	A. Permission granted to photoco	py for personal use only.	LIFT OVEI HEAD	GROUND	PUSH OR DRAG
			EQUALS MAX LOAD	2 × MAX LOAD	5 × MAX LOAD

MAGICTIEM	MARKET PRICE CASTER LEVEL		MARKET PRICE CASTER LEVEL
ABILITIES	CHARGES/USES	ABILITIES	CHARGES/USES
·			\\\.\\.\.\.\
			'
BONUSES GRANTED		BONUSES GRANTED)
ARMOR COMPETENCE DEFLECTION ENHANCEMENT HAS	TE SACRED INSIGHT	ARMOR COMPETENCE DEFLECTION ENHANCEMENT	HASTE SACRED INSIGHT
LUCK MORALE NATURAL RESISTANCE PROF.	ANE	LUCK MORALE NATURAL RESISTANCE PR	OFANE
MAGIC ITEM	MARKET PRICE CASTER LEVEL	MAGIC ITEM	MARKET PRICE CASTER LEVEL
			CIMPERCUISE
ABILITIES	CHARGES/USES	ABILITIES	CHARGES/USES
		·	
	}		
			•
BONUSES GRANTED		BONUSES GRANTED	
ARMOR COMPETENCE DEFLECTION ENHANCEMENT HAS	TE SACRED INSIGHT	ARMOR COMPETENCE DEFLECTION ENHANCEMENT I	HASTE SACRED INSIGHT
LUCK MORALE NATURAL RESISTANCE PROF ARMOR	ANE	LUCK MORALE NATURAL RESISTANCE PR ARMOR	OFANE
GEAR		MAGIC ITEM	MARKET PRICE CASTER LEVEL
	ITEM WT.		
	ITEM WT.	ABILITIES	
	ITEM WT.	ABILITIES	CHARGES/USES
	ITEM WT.	ABILITIES	
	ITEM WT.	ABILITIES	
	ITEM WT.	ABILITIES	
	ITEM WT.		CHARGES/USES
	ITEM WT.	ABILITIES BONUSES GRANTED	CHARGES/USES
	ITEM WT.	BONUSES GRANTEE	CHARGES/USES
	ITEM WT.	BONUSES GRANTED ARMOR COMPETENCE DEFLECTION ENHANCEMENT F	CHARGES/USES
	ITEM WT.	BONUSES GRANTED ARMOR COMPETENCE DEFLECTION ENHANCEMENT F LUCK MORALE NATURAL RESISTANCE PR ARMOR	CHARGES/USES HASTE SACRED INSIGHT OFANE
	ITEM WT.	BONUSES GRANTED ARMOR COMPETENCE DEFLECTION ENHANCEMENT F	CHARGES/USES HASTE SACRED INSIGHT
	ITEM WT.	BONUSES GRANTED ARMOR COMPETENCE DEFLECTION ENHANCEMENT F LUCK MORALE NATURAL RESISTANCE PR MAGIC ITEM	CHARGES/USES HASTE SACRED INSIGHT OFANE MARKET PRICE CASTER LEVEL
	ITEM WT.	BONUSES GRANTED ARMOR COMPETENCE DEFLECTION ENHANCEMENT F LUCK MORALE NATURAL RESISTANCE PR ARMOR	CHARGES/USES HASTE SACRED INSIGHT OFANE
	ITEM WT.	BONUSES GRANTED ARMOR COMPETENCE DEFLECTION ENHANCEMENT F LUCK MORALE NATURAL RESISTANCE PR MAGIC ITEM	CHARGES/USES HASTE SACRED INSIGHT OFANE MARKET PRICE CASTER LEVEL
	ITEM WT.	BONUSES GRANTED ARMOR COMPETENCE DEFLECTION ENHANCEMENT F LUCK MORALE NATURAL RESISTANCE PR MAGIC ITEM	CHARGES/USES HASTE SACRED INSIGHT OFANE MARKET PRICE CASTER LEVEL
	ITEM WT.	BONUSES GRANTED ARMOR COMPETENCE DEFLECTION ENHANCEMENT F LUCK MORALE NATURAL RESISTANCE PR MAGIC ITEM	CHARGES/USES HASTE SACRED INSIGHT OFANE MARKET PRICE CASTER LEVEL
	ITEM WT.	BONUSES GRANTED ARMOR COMPETENCE DEFLECTION ENHANCEMENT F LUCK MORALE NATURAL RESISTANCE PR MAGIC ITEM	CHARGES/USES HASTE SACRED INSIGHT OFANE MARKET PRICE CASTER LEVEL
	ITEM WT.	BONUSES GRANTED ARMOR COMPETENCE DEFLECTION ENHANCEMENT F LUCK MORALE NATURAL RESISTANCE PR MAGIC ITEM	CHARGES/USES MARKET PRICE CASTER LEVEL CHARGES/USES
	ITEM WT.	BONUSES GRANTEE ARMOR COMPETENCE DEFLECTION ENHANCEMENT F LUCK MORALE NATURAL RESISTANCE PR MAGIC ITEM BONUSES GRANTEE	CHARGES/USES MARKET PRICE CASTER LEVEL CHARGES/USES
	ITEM WT.	BONUSES GRANTED ARMOR COMPETENCE DEFLECTION ENHANCEMENT F LUCK MORALE NATURAL RESISTANCE PR MAGIC ITEM ABILITIES BONUSES GRANTED ARMOR COMPETENCE DEFLECTION ENHANCEMENT F	CHARGES/USES HASTE SACRED INSIGHT OFANE MARKET PRICE CASTER LEVEL CHARGES/USES

Druid CLASS	RACE		ALIGNMENT		DEITY		T	R△	GE	2NG	8	
LEVEL	SIZE AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR Ch	HARACTI	ER I	RECO	RD S	HEE	TS
ABILITY NAME	ABILITY ABILITY TEMPORAL SCORE MODIFIER SCORE		TOTAL	WOUNDS	CURRENT HP	SUBDUAL DAMAGE	DAN	MAGE ICTION	HIT DIE TYPE		SPEEL	5
STR	SCORE MODIFIER SCORE		HP	WOOM63,	JCOKKENT TIP]			d8			
DEX			AC	70.								
DEXTERITY			OR CLASS	= 10+	OR SHIELD	DEX SIZE NATURAL	H MISC		MISS	ARMOR	SPELL	
CON			TOTAL	BON	US BONUS	MODIFIER MODIFIER ARMOR	MODIFIER		MISS CHANCE	CHECK F	SPELL RESISTANCE	
INT			ITIATIVE MODIFIER		+	LASS	S	KILI	LS	M	AX RANKS	/
WIS				TOTAL MODI	X MISC IFIER MODIFIER	SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
WISDOM			BASE ATTA	VCK		Ö.				<u> </u>	<u>.</u>	
CHA CHARISMA	150 mg 201 mg							INT CHA		=	+	.+
SAVING TH	HROWS TOTAL BA	SE ABILITY MAG	IC MISC. TEMP	ORARY CONDITION	IAL MODIFIERS	APPRAISE		INT		=	+	+
FORTII	3	VE MODIFIER MODI	TER MODIFIER MOI	JIFIER		BALANCE ■		DEX♯		=	_+	.+
(CONSTITU	MOITION)			v.eet		⊠ BLUFF ■ ⊠ CLIMB ■		CHA STR*		=	.+	.+
REFL (DEXTER	EX	+	+	16 87 11 mai - 1		☐ CONCENTRATION		CON		- 	.+	+
WIL		+ + +	7+	X.Hfor F		☐ CRAFT ■ ()	INT		=	_+	_+
(WISDO	DM)					DIPLOMACY ■ □ DISABLE DEVICE		CHA INT		=	+	_+
	_		STE	R SIZE	MISC TEMPORA	RY ⊠ DISGUISE ■		сна		= =	-+ + .	.+ .+
M	3833	OTAL BASE AT	TACK BONUS MODI	FIER MODIFIER M	IODIFIER MODIFIE	ESCAPE ARTIST		DEX		=	+	_+
	CK BONUS	=			* *************************************			INT CHA		=	.+	.+
RA	NGED CK BONUS	=	+	+ +	+	HANDLE ANIMAL		CHA		=	.+ .+	.+
	Т	OTAL BASE AT	TACK BONUS DEX MODIF	C SIZE FIER MODIFIER M	MISC ODIFIER	☐ HEAL ■		wis .		=	.+	.+
						⊠ HIDE ■		WIS		=	+	.+
W	/EAPON	TOTAL ATTACK B	ONUS DA	AMAGE	CRITICAL	⊠ INNUENDO ⊠ INTIMIDATE ■		CHA		= =	+	+
						☐ INTUIT DIRECTIO	N	WIS		_	+	.+
RANGE \	WEIGHT TYPE	SIZE	SPECIA	L PROPERTIES				STR*		=	+	.+
								INT		=	.+	+
						& ENGINEERING)		INT		=	.+	.+
\\	/EAPON	TOTAL ATTACK B	ONUS D	AMAGE	CRITICAL			INT		=	+	.+
							*	INT		= =	.+	.+ +
RANGE	WEIGHT TYPE	SIZE	SPECIA	L PROPERTIES	;	☐ KNOWLEDGE (NA		NT			+	.+
W	/EAPON				00171041	(NOBILITY & ROYAL KNOWLEDGE (THI		INT INT		=	+	.+
		TOTAL ATTACK B	ONUS D	AMAGE	CRITICAL			NT			+	+
		المستجدين المستجدين المستجدين				∠ LISTEN ■ ✓ MOVE SILENTLY I		WIS DEX*	:	=	+	+
RANGE	WEIGHT TYPE	SIZE	SPECIA	L PROPERTIES		☐ OPEN LOCK		DEX.		=	+	+ +
						⊠ Perform ■ ()				'	'
						()					
ARMOR/P	ROTECTIVE ITEM	TYPE	ARMOR BON	US MAX	DEX BONUS	(,	DEX*		=	+	+
]						☐ Profession (VIS		=	+	+
CHECK PENAL	LTY SPELL FAILURE SI	PEED WEIGHT	SPE	CIAL PROPERT	IES	⊠ RIDE ■ (,	DEX			+	+
						☐ SCRY ■ ⊠ SEARCH ■		NT NT		=	+	+
	-					SENSE MOTIVE ■		X/IS		=	+	+
SHIELD/PR	ROTECTIVE ITEM AR	MOR BONUS WE	IGHT CHECK	PENALTY SF	PELL FAILURE	SPELLCRAFT		NT		=	+	+
						⊠ SPOT ■ ☐ SWIM ■		VIS STR**		=	+	+
		SPECIAL PROPER	TIES			_ ⊠ Tumble		DEX*		=	+	+
						☑ USE ROPE ■		DEX		=	+	+
		AMMUNITION		·		' ☐ WILDERNESS LOF		WIS		= =	+: +	+
						_				=	+	+
					======================================	F 1				<u></u>	+	+

PLAYER

CHARACTER NAME

DUNGEONS

	SPECIAL ABILITIES/FEATS	DAILY SPELLS	ı
CAMPAIGN		0:5тн:	_
	WILD SHAPE TIMES/DAY USED		_
			_
EXPERIENCE POINTS			_
GEAR			_
ITEM WT.		1st:	
		6тн:	
			_
			_
			_
		2ND:7тн:	
			_
			_
			_
			-
		8тн:	_
		3 RD:	_
			_
			-
			_
		9тн:	_
			_
			_
		4тн:	_
			_
	-		
		CDELL CAVE	\neg
		LANGUAGES SPELL SAVE	┙
		Initial languages = WIS Common + racial languages + Int bonus Each additional language SPELL LEVEL SPELLS BON	
		Common + racial iarguages + into ordis Each additional language (Speak Language) = 2 skill points SAVE DC SPELL LEVEL PER DAY SPELI PER DAY SPELI	JS LS
		Druidic 0 0	
			\neg
			_
TOTAL WEIGHT CARRIED		2ND	
MONEY		3RD	\neg
			╡
CP		4TH	\exists
		STH	
SP —		6ТН	\neg
	LIGHT LOAD MEDIUM LOAD HEAVY LOAD	7TH	i
G P			\dashv
	LIFT OVER LIFT OFF PUSH OR		
PP —	HEAD GROUND DRAG	9TH	
	EQUALS 2 × MAX LOAD 5 × MAX LOAD MAX LOAD		_

DRUID SPELL	S		SPELL PLANNING SHEETS
	☐☐☐ Entangle	□□□ Speak with Plants	LILILI Greater Dispelling
SPELL SAVE		□□□ Spike Growth	☐☐ Healing Circle
	Goodberry Goodberry	□□□ Stone Shape	□□□ Ironwood
WIS MODIFIER	□□□ Invisibility to Animals	□□□ Summon Nature's Ally III	□ □□□ Liveoak
SPELL LEVEL SPELLS BONUS	□□□ Magic Fang	□□□ Water Breathing	LICI Repel Wood
SAVE DC LEVEL PER DAY SPELLS	□□□ Obscuring Mist		□□□ Spellstaff
0 0	□□□ Pass without Trace	4TH LEVEL	
	□□□ Shillelagh	4711 22722	□□□ Summon Nature's Ally VI
1ST	□□□ Summon Nature's Ally I	□□□ Antiplant Shell	□□□ Transport via Plants
	This banning transfer strain,	□□□ Control Plants	□□□ Wall of Stone
2ND	2ND LEVEL	□□□ Cure Serious Wounds	
	ZIND LEVEL	□ □□□ Dispel Magic	7TH LEVEL
3RD	□□□ Animal Messenger	☐☐☐ Flame Strike	
4TH	□□□ Animal Trance	□□□ Freedom of Movement	□□□ Changestaff
	□ □ □ Barkskin	∷⊒⊏ Giant Vermin	□□□ Control Weather
STH	□□□ Charm Person or Animal	□□□ Quench	□□□ Creeping Doom
	□□□ Chill Metal	□□□ Reincarnate	□□□ Fire Storm
6ТН	□□□ Delay Poison	□□□ Repel Vermin	⊖⊓⊜ Harm
7TH	□□□ Fire Trap	□□□ Rusting Grasp	□□□ Heal
//#	□□□ Flame Blade	□□□ Scrying	⊔□□ Summon Nature's Ally VII
8TH	□□□ Flaming Sphere	□□□ Sleet Storm	□□□ Sunbeam
	□□□ Heat Metal	□□□ Spike Stones	` □□□ Transmute Metal to Wood
9TH	□□□ Hold Animal	□□□ Summon Nature's Ally IV	☐ II☐ True Seeing
	☐☐ Lesser Restoration		UCC Wind Walk
	□□□ Produce Flame	5TH LEVEL)
	□□□ Resist Elements		8TH LEVEL
D LEVEL	□□□ Soften Earth and Stone	□□□ Animal Growth	
□□□ Create Water	□□□ Speak with Animals	□□□ Atonement	□□□ Animal Shapes
□□□ Cure Minor Wounds	□□□ Summon Nature's Ally II	□□□ Awaken	Command Plants
□□□ Detect Magic	□□□ Summon Swarm	□□□□ Commune with Nature	□□□ Finger of Death
Detect Poison	□□□ Tree Shape	□□□ Control Winds	□□∷ Repel Metal or Stone
□□□ Flare	□□□ Warp Wood	□□□ Cure Critical Wounds	Reverse Gravity
□□□ Guidance	□□□ Wood Shape	□□□ Death Ward	□□□ Summon Nature's Ally VIII
□□□ Know Direction		□□□ Hallow	□□□ Sunburst
Light	3RD LEVEL	□□□ Ice Storm	□□□ Whirlwind
☐☐☐ Mending		□□□ Insect Plague	□□□ Word of Recall
□□□ Purify Food and Drink	□□□ Call Lightning	□□□ Summon Nature's Ally V	
Read Magic	□□□ Contagion	☐☐☐ Transmute Mud to Rock	9TH LEVEL
Resistance	□□□ Cure Moderate Wounds	□□□ Transmute Rock to Mud	□ □ □ Antipathy
Did Virtue	□□□ Diminish Plants	☐☐ Tree Stride	□□□□ Antipathy □□□□ Earthquake
Tille	□□□ Dominate Animal	□ Liii Unhallow	□□□ Elemental Swarm
	□□□ Greater Magic Fang	□□□ Wall of Fire	LILLI Elemental Swarm

□□□ Wall of Thorns

□□□ Antilife Shell

Find the Path

FIRE Seeds

6TH LEVEL

□□□ Foresight

□□□ Mass Heal

□□□ Shambler

□□□ Sympathy

□□□ Shapechange

□□□ Summon Nature's Ally IX

□□□ Greater Magic Fang

□□□ Meld into Stone

 $\square\square\square$ Plant Growth

□□□ Poison

□□□□ Snare

□□□ Neutralize Poison

□□□ Remove Disease

□□□ Protection from Elements

1ST LEVEL

□□□ Animal Friendship

□□□ Cure Light Wounds

□□□ Endure Elements

□□□ Detect Animals or Plants

 $\square \square \square$ Detect Snares and Pits

□□□ Calm Animals

CHARACTER N	VAME			PLAYER				— .	<u>JU</u> I	IGE	<u> </u>	-	
Fighter CLASS									YR∆	Ge	NS	®	
CLASS		RACE		ALIGNMENT	•	DEITY		CHARAC					TS
LEVEL	SIZE	AGE GE	NDER	HEIGHT	WEIGHT	EYES	— н	AIR		KLC O	NO S		
ABILITY NAME	ABILITY SCORE	ABILITY FEMPORARY TEMPOR MODIFIER SCORE MODIF	RARY	TOTAL	wou	INDS/CURRENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE		SPEED)
STR	I I	dentarian de la como d		P			7			d10			
DEX			ніт ро А (= 10+		, –	7+1-1-1					
DEXTERITY			ARMOR	TOTAL		ARMOR SHIELD BONUS BONUS	DEX	SIZE NATURAL MISC ER MODIFIER ARMOR MODIFIER		MISS CHANCE	ARMOR CHECK I	SPELL RESISTANCE	
CON				TIATIVE					SKIL		PENALTY		
INT INTELLIGENCE			Æ . M	ODIFIER	TOTAL	DEX MISC MODIFIER MODIFIER	S-CLASS		KEY	SKILL	ABILITY	AX RANKS	MISC
WIS				SE ATTA		WODITEK WODITEK	CROSS	SKILL NAME	ABILITY	MODIFIER	MODIFIER	RANKS	MISC MODIFIER
СНА				BONUS				ALCHEMY	INT		=	_+	_+
CHARISMA		BASE A	BILITY MAGIC	MISC. TEMP	ORARY -			Appraise Balance	DEX*		=	.+ +	+
SAVING TI		TOTAL BASE MO	ODIFIER MODIFIER	MODIFIER MOI		ITIONAL MODIFIERS	_	Bluff ■	СНА			+	+
FORTIT	JUDE JUDE		+	+				CLIMB .	STR*			+	_+
REFL	ΕX	= +	+	+ -	15 15 16 16		1 –	Concentration ■ Craft ■ (со́и _), імт		=	_+	_+
(DEXTER	'						1 -	DIPLOMACY	СНА			_+ _+	.+
(WISDO				T				DISABLE DEVICE	INT		=	_+	_+
							_	Disguise ■ Escape Artist ■	CHA DEX*		=	_+	+
		TOTAL	BASE ATTAC	K BONUS MODI	R SIZE FIER MODIFIE	MISC TEMPOR	IED	FORGERY I	INT		= =	- +	_+ _+
	ELEE ACK BONUS		=	+	+]+ +	\boxtimes	GATHER INFORMATION ■	СНА			_+	_+
RA	NGED				7+	1, []	# U	HANDLE ANIMAL	CHA		=	_+	_+
ATTA	ACK BONUS	TOTAL	BASE ATTAC	K BONUS DE	x SIZE	MISC_	M	HEAL ■ Hide ■	WIS DEX*		= =	_+	+
		TOTAL		MODII	FIER MODIFIE	R MODIFIER	_	Innuendo	WIS		=	_+	+
77	VEAPO	N			AMAGE	CRITICAL		INTIMIDATE =	СНА		=	_+	_+
	VEAPO	TOTA	L ATTACK BON	102 D/	AMAGE	CRITICAL		INTUIT DIRECTION	WIS STR*		=	_+	+
								JUMP ■ Knowledge (arcana)	INT		= =	+	.+
RANGE	WEIGHT	TYPE S	ZE	SPECIA	L PROPER	TIES		KNOWLEDGE (ARCHITECTURE					
							」 _	& ENGINEERING)	INT		=	_+	_+
T V	VEAPO	N TOTAL	ATTACK BOI	VIIIE D	AMAGE	CRITICAL	_	KNOWLEDGE (GEOGRAPHY) KNOWLEDGE (HISTORY)	INT		=	_+	_+
		1012	AL ATTACK BO	VU3 D	AWAGE	CRITICAL	_	KNOWLEDGE (LOCAL)	INT		=	_+	+
						-156	_	KNOWLEDGE (NATURE)	INT		=	_+	_+
RANGE	WEIGHT	TYPE S	IZE	SPECIA	AL PROPER	HE2	\boxtimes	KNOWLEDGE	INT				
								(NOBILITY & ROYALTY) KNOWLEDGE (THE PLANES)	INT		=- =	_+ _+	+
V	VEAPO	N TOTA	AL ATTACK BO	VIIS D	AMAGE	CRITICAL		KNOWLEDGE (RELIGION)	INT		=		_+
		1012	AL ATTACK BOT	VO3 D	AWAGE	CRITICAL		LISTEN =	WIS			_+	_+
				enecu	DOORER	7156	_	Move Silently ■ Open Lock	DEX*		=	-+	+
RANGE	WEIGHT	TYPE SI	ZE	SPECIA	AL PROPER	1162	_	PERFORM . (_)				_Т
								(_)				
							,	(PICK POCKET	_) CHA *DEX		=	_+ <u></u> .	_+
ARMOR/	PROTECT	IVE ITEM TY	/PE	ARMOR BON	IUS I	MAX DEX BONUS		Profession (= =		.T _+
								RIDE ■ (_) DEX		=	_+	+
CHECK PENA	ALTY SPELL	FAILURE SPEED	WEIGHT	SPE	CIAL PROP	ERTIES		SCRY ■ [can't buy ranks]	INT		=	_+ 0	+
								SEARCH ■ SENSE MOTIVE ■	INT W15		=	_+	+
			<u> </u>	·				SPELLCRAFT	INT		= =	+	.+
SHIELD/P	ROTECTI	VE ITEM ARMOR B	ONUS WEIC	HT CHECK	PENALTY	SPELL FAILURE		Spot ■	WIS		=	_+	_+
		-		}			_	SWIM Tunner	STR**		=	_+	_+
		SPECI	AL PROPERTIE	S			_	TUMBLE Use Rope =	DEX*		=	_+ +	+
					-			WILDERNESS LORE	WIS			+	
L			MOUNITION								=	_+	_+
			100)				=	+	+
							7 -					n ekill ozot	- ·
©2000 Wizards	S OF THE COAS	T, INC. All rights reserved. Ma		ermission granted	d to photocop	y for personal use only	y. Sk	ills marked with ∎ can be used norma ills marked with ⊠ are cross-class skill: −1 per 5 lb. of gear.	lly even if the s. *armor c	: character i HECK PENA	has zero (C LTY, if any) skill rank: , applies.	S .

CAMPAIGN			
		FIGHTER BONUS FEATS	
EXPERIENCE POINTS		□ AMBIDEXTERITY	
EXPERIENCE FOINTS		☐ BLIND-FIGHT	
C	EAR	□ COMBAT REFLEXES	
		□ DODGE	
ITEM WT.	ITEM WT.	☐ MOBILITY	
		□ SPRING ATTACK □ EXOTIC WEAPON PROFICIENCY	
]		()	
		☐ EXOTIC WEAPON PROFICIENCY	
		()	
		☐ EXOTIC WEAPON PROFICIENCY	
		()	
		□ EXPERTISE	1
		☐ IMPROVED DISARM ☐ IMPROVED TRIP	1
		□ WHIRLWIND ATTACK [+ MOBILITY]	
		☐ IMPROVED CRITICAL	
		()	l .
		☐ IMPROVED CRITICAL	
		()	
		☐ IMPROVED INITIATIVE	
		☐ IMPROVED UNARMED STRIKE	3
		□ DEFLECT ARROWS□ STUNNING FIST	,
		☐ MOUNTED COMBAT	,
		MOUNTED ARCHERY	
		☐ TRAMPLE☐ RIDE-BY ATTACK	
		SPIRITED CHARGE	
		□ POINT BLANK SHOT	
		FAR SHOT	
		☐ PRECISE SHOT ☐ RAPID SHOT	•
		☐ SHOT ON THE RUN [+ MOBILITY, + DODGE]	
		□ POWER ATTACK	
		□ CLEAVE □ GREAT CLEAVE	
		☐ IMPROVED BULL RUSH	
		□ SUNDER	
		QUICK DRAW	
		☐ TWO-WEAPON FIGHTING ☐ IMPROVED TWO-WEAPON FIGHTING	
		[+ AMBIDEXTERITY]	
		☐ WEAPON FINESSE	
		()	
		□ WEAPON FINESSE	
]		()	
		□ WEAPON FOCUS	LANGUAGES
		() WEAPON FOCUS	LANGUAGES
		/ NEAPON FOCUS	Initial languages =
		() □ WEAPON SPECIALIZATION	Common + racial languages + Int bonus Each additional language
		()	(Speak Language) = 2 skill points
		☐ WEAPON SPECIALIZATION	
	TOTAL WEIGHT CARRIED	()	
MC	ONEY	()	
CP			
SP —			
] -			
		LIGHT LOAD MEDIUM LOAD HEAVY LOAD	
GP —			
-		LIFT OVER LIFT OFF PUSH OR	
		LIFT OVER LIFT OFF PUSH OR HEAD GROUND DRAG	
PP —		EQUALS 2 × MAX LOAD 5 × MAX LOAD MAX LOAD	

NOTES

SPECIAL ABILITIES/FEATS

CHARACTER	NAME			PLAYER			ī			SIN:	<u> </u>	
Monk				_				TRA	Ge	SIN	8	
CLASS		RACE		ALIGNMENT		DEITY	CHARAC					тs
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	ILK	KLCO	KU 3	1166	1 3
	ABILITY	ABILITY TEMPORARY	/ TEMPORARY	TOTAL					HIT DIE	,	SPEED)
ABILITY NAME	SCORE	MODIFIER SCORE	MODIFIER	HP	WOUND	S/CURRENT HP	SUBDUAL DAMAGE	REDUCTION	d8			
STR STRENGTH	ļ <u>L</u>		я у н	T POINTS	L					<u> </u>		
DEX			ARA	AC MOR CLASS	= 10+ 🔼	++	+ + + +					
CON				TOTAL	AR BO	MOR SHIELD NUS BONUS I	DEX WIS SIZE NATURAL MODIFIER MODIFIER ARMOR	MISC MODIFIER	CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANC
CONSTITUTION				NITIATIVE		+	7	SKIL	l.S		X RANKS	1
INT INTELLIGENCE				MODIFIER	TOTAL MOI	DEX MISC DIFIER MODIFIER	TD &	KEY	SKILL	ABILITY	RANKS	MISC MODIFIER
WIS				BASE ATTA			SKILL NAME	ABILITY	MODIFIER	MODIFIER	Journa	MODIFIER
CHA				BONUS			ALCHEMY ∴	INT		=	+	+
CHARISMA	1	The State of the S	The section of the se		ODARY			INT DEX*		=	+	+
SAVING T			SE ABILITY MA /E MODIFIER MOD	AGIC MISC. TEMPO DIFIER MODIFIER MOD	DIFIER	NAL MODIFIERS	BLUFF ■	CHA		=	+	+
FORT!	TUDE	=	++	+			☐ CLIMB ■	STR*		=	+	_+
REF	LEX						☐ CONCENTRATION ■	CON INT		= `	.+	_+
(DEXTE							☐ CRAFT ■ (CHA		=	+	_+ +
(Wise	оом)		+ +	 			☐ DISABLE DEVICE	Int		=	+	+
							☑ DISGUISE ■ ARY ☐ ESCAPE ARTIST ■	CHA DEX*		=	+	+
		Т	OTAL BASE	ATTACK BONUS MODIF	SIZE FIER MODIFIER	MISC TEMPORA MODIFIER MODIFIE	RY ☐ ESCAPE ARTIST	INT		= =	+	.+ .+
	ACK BONUS		=	+	++		☐ GATHER INFORMATION ■	CHA		=	+	+
	NGE			+	 +		✓ Handle Animal✓ Heal ■	CHA WIS		=	+	+
ATT	ACK BONUS		OTAL BASE	ATTACK BONUS DEX	SIZE	MISC MODULIER	☐ HIDE ■	DEX*		=	+	.+ .+
		•	O 11.12	MODIF	TER MODIFIER	MODIFIER		WIS		=	+	_+
	WEAPO	N	TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		CHA WIS		=	+	.+
Unarmed	•					×2	□ JUMP ■	STR*			+	_T _+
L	WEIGHT	TYPE	SIZE	SPECIA	L PROPERTIE		☐ KNOWLEDGE (ARCANA)	INT		=	+	_+
KANGE	WEIGITI	Bludgeoning	3120					INT		_	_	_
							■ KNOWLEDGE (GEOGRAPHY)	INT		=	+	+
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	WEAPO	ON	TOTAL ATTACK	BONUS DA	MAGE	CRITICAL	KNOWLEDGE (HISTORY)	INT		=	.+	_+
							⋉ Knowledge (local)⋉ Knowledge (nature)	INT		=	.+ +	_+ <u></u> +
RANGE	WEIGHT	TYPE	SIZE	SPECIA	L PROPERTIE	s						
							(NOBILITY & ROYALTY)	INT		=		_+
	WEAPO) N				CDITICAL	■ KNOWLEDGE (THE PLANES) ■ KNOWLEDGE (RELIGION)	INT		=		_+ _+
			TOTAL ATTACK	RONO2 DA	MAGE	CRITICAL	☐ LISTEN ■	wis		=	+	+
					L PROPERTIE		☐ MOVE SILENTLY ■ ☑ OPEN LOCK	DEX*		=	+	_+
RANGE	WEIGHT	TYPE	SIZE	SPECIA	PROPERTIE	<u> </u>	☐ PERFORM ■ (_)			. r	- F
							(_)				
							(_) CHA *DEX		=	.+ +	.+ +
ARMOR/	PROTEC	TIVE ITEM	TYPE	ARMOR BON	US MA	X DEX BONUS	PROFESSION (_) wis	-		+	+
							⊠ RIDE ■ (_) DEX		=	+	_+
CHECK PEN	ALTY SPE	LL FAILURE SP	EED WEIGHT	SPEC	IAL PROPER	TIES	 □ SCRY ■ [can't buy ranks] □ SEARCH ■ 	INT		-	.+ 0 -	+
							Sense Motive ■	wis		=	+	+
SHIELD/	POTEC	IVE ITEM		VELCUE ALLEAN	DENIALTY	DELL CALLUDE	SPELLCRAFT	INT		=	+	_+
2111240/6		AR	MOK ROMUS /	VEIGHT CHECK	PENALIY	PAILURE	⊠ SPOT ■ □ SWIM ■	WIS STR*۶	·	=	.+ +	+ _+_
				DTIEC			☐ TUMBLE	DEX*		=	+	_+
			SPECIAL PROPE	KTIES			☐ USE ROPE ■ ☐ YVU DERNIESS ORE ■	DEX WIS		=	+	_+
L	<u> </u>						WILDERNESS LORE ■ □			=	.+ .+	_+ _+
			AMMUNITIO	N						=	+	_+
						3399 9099 3899 9099 3889 9389				=	+	+
											T	_ T

DUNGEONS

				SPECIAL ABILITIES/FEATS	NOTES
CAMPAIGN	-				
-				STUNNING ATTACKS TIMES/DAY USED	
EXPERIENCE POINTS				SLOW FALL DISTANCE	
				SLOW FALL DISTANCE	
	GEAR			WHOLENESS OF BODY USED	
ITEM	WT.	ITEM	WT.	CURING POINTS/DAY	
			+	EMPTY BODY ETHEREAL ROUNDS/DAY USED	
	 - - - - - - - - -		+		
		<u> </u>			

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	-	<u></u>	 		
			$\uparrow \neg \uparrow$		
				LIGHT LOAD MEDIUM LOAD HEAVY LOAD	
				LIFT OVER LIFT OFF PUSH OR	
				HEAD GROUND DRAG EQUALS 2 × MAX LOAD 5 × MAX LOAD MAX LOAD	1. 1
				LANGUAGES	
		TOTAL WEIGHT CARRIED		Initial languages = Common + racial languages + Int bonus	
	MONEY			Each additional language (Speak Language) = 2 skill points	
CP —			ŀ		
SP —					
G P					
PP					

CHARACTER	NAME				PLAYER				1		(UC	OI1	<u> </u>	
Paladin										TRA	GG	SNE	(9)	
CLASS		RAG	CE		ALIGNMEN	IT.	DEITY							тс
LEVEL	SIZE	AG	F	GENDER	HEIGHT	WEIGHT	EYES	— <u>н</u>	CHARAC	LEK	RECU) KU S	HEE	1.2
				TEMPORARY			2123	•		DAMAGE	HIT DIE			_
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	MODIFIER	TOTA	L WOUNI	DS/CURRENT HP	- —	SUBDUAL DAMAGE	REDUCTION	TYPE		SPEE	
STR STRENGTH				ни	POINTS			╛╚			d10			
DEX					AC]= 10+ [+ +]+[]+[]					
CON		<u> </u>		ARM	OR CLASS TOTA	L Å	RMOR SHIELD	DEX	SIZE NATURAL MISC R MODIFIER ARMOR MODIFIER		MISS CHANCE	ARMOR CHECK	SPELL RESISTANCE	Ē
CONSTITUTION	<u> </u>		O G September 1988		IITIATIVE							PENALTY		· .
INT					MODIFIER		DEX MISC	CLASS		SKIL	LS	M	AX RANKS	_/_
WIS						TOTAL MC	ODIFIER MODIFIER	ROSS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
CHA			antro (BASE ATT	ACK			ALCHEMY	INT		1	<u> </u>	<u> </u>
CHARISMA								_	APPRAISE =	INT		=	.+ +	+
SAVING 1	THROWS	TOTA	L BASE	ABILITY MAG	SIC MISC. IFIER MODIFIER M	TEMP.	IONAL MODIFIERS		Balance	DEX*		=	_+	_+
	TUDE	_]_[1	7+	nor him dy	Divine Grace: pply Cha bonus		BLUFF ■	CHA STR*		=	_+	_+
(CONSTI	TUTION)		<u></u>		'`'`	an succession (if	f you have one) to all saves.	_	Climb ■ Concentration ■	STR* CON		=	.+	_+
	LEX ERITY)		_ =	++	+	S	to an saves.	-	Craft ■ (_) INT		=	-T	_+
W			7=[+ +	1+			_	DIPLOMACY	СНА		=	_+	_+
(wist	оом)	L				nar seesall			Disable Device Disguise ■	INT CHA		=	_+	+
					9	TR SIZE	MISC TEMPORA MODIFIER MODIFI	_	ESCAPE ARTIST	DEX*		.= .=	+	_+
V	[343:		ТО	DTAL BASE A	TTACK BONUS MOI	DIFIER MODIFIER	MODIFIER MODIFI	, KI	FORGERY ■	INT		=	_+	_+
	ACK BONUS			=		+	'	6	Gather Information ■ Handle Animal	СНА СНА		=	_+	_+
	NGE]=	+]+[]-	+	T .	HEAL .	WIS		<u> </u>	.+ +	_ +
	ACK BONOS		то	TAL BASE A	TTACK BONUS D	EX SIZE DIFIER MODIFIER	MISC MODIFIER	. —	HIDE =	DEX☆		_	+	_+
_									NNUENDO	WIS		=	.+	_+
	WEAP	М		TOTAL ATTACK	BONUS [DAMAGE	CRITICAL		NTIMIDATE ■ NTUIT DIRECTION	CHA WIS		=	+	+
								1	UMP ■	STR*		=	+	_+
RANGE	WEIGHT	TY	PE	SIZE	SPEC	AL PROPERTI	ES		KNOWLEDGE (ARCANA)	INT		=	.+	_+
									Knowledge (architecturi & engineering)	INT		=		
						·		_	KNOWLEDGE (GEOGRAPHY)	INT		=	. +	_+
	WEAP	ON		TOTAL ATTACK I	BONUS	DAMAGE	CRITICAL	_	Knowledge (History)	INT		=	_+	_+
									Knowledge (local) Knowledge (nature)	INT INT		=	_+	_+
RANGE	WEIGHT	TY	PE	SIZE	SPEC	AL PROPERTI	ES		Knowledge (nature) Knowledge	INI		=	.+	_+
								-	(NOBILITY & ROYALTY)	INT		=	_+	_+
		<u> </u>						_	KNOWLEDGE (THE PLANES)	INT		=		
	WEAP	N		TOTAL ATTACK	SONUS E	DAMAGE	CRITICAL	_	Knowledge (religion) Listen ■	INT WIS		=		_+ +
									Move Silently	DEX*		=	+	+
RANGE	WEIGHT	TY	PE	SIZE	SPEC	AL PROPERTI	ES	_	OPEN LOCK	DEX		=	.+	_+
									PERFORM (_)				
							· ·	•) CHA		=	+	+
ARMOR	PROTEC	TIVE IT	EM	TVDC	ARMOR BO	NUC M	AX DEX BONUS		PICK POCKET	DEX*		=	+	_+
				TYPE	ARMOR BO	NUS WA	AX DEX BONOS] []	PROFESSION (_) wis		=	.+	.+
								_	RIDE (SCRY ([can't buy ranks]	_) DEX INT		= =	+	.+
CHECK PEN	ALTY SPE	LL FAILUR	E SPE	ED WEIGHT	SP	ECIAL PROPER	RTIES		SEARCH	INT		= =	+	+
								⊠ 5	SENSE MOTIVE	WIS		=	+	_+
SHIELD/P	ROTECT	IVEITE	M ADM	OR BONUS W	FIGUT CHEC	V DENALTY	SPELL FAILURE	_	SPELLCRAFT	INT		=	+	.+
			ARM	CK BONOS W	GEIEG	NAC WALLEY	-A-11-CALL-CALL	7 -	SPOT ■ SWIM ■	WIS STR**		=	.t +	.+ +
									TUMBLE	DEX*		=	+	+
			5	SPECIAL PROPER	IIIES			100.0	JSE ROPE ■	DEX		=	+	.+
									Wilderness Lore ■	WIS		=	+	+
				AMMUNITION	t							= =	.+ +	.+ +
							 10000 2900						+	_+
							1970 - 1970 1970 - 1970 1970 - 1970					=	+	_+

CAMPAIGN				DETECT EVI	L (AT WILL): 60-foot-radius	s range; area of a extreme of range;	lst:			
				requires con	centration.	.63.+ /					
EXPERIENCE POINTS				LAY C	CHA BONUS		USED				
	GEAR				DIVINE HE	ALTH: Immune	to disease		-		
ITEM	WT.	ITEM	WT.	SMITE EVIL	(+ CHARIS	SMA BONUS TO	ATTACK)				
				SM	IITE EVIL I	EXTRA DAMAG	ie				
						« LEVEL	<u> </u>	2ND:			
					VE DISEAS	SE	USED	ZND			
				TIM	MES/WEEK						
				TIM	TU I 1ES/DAY	RN ATTEMPT					
				3 + CHA MOD.	+ 4/EXTRA TU	JRNING	USED				
				TUI		ECK MODIFIE	R				
					CHA N	MODIFIER	ļ .				
	<u> </u>		-	CLE		L FOR TURNIN N LEVEL – 2	ic	3RD:	,		
			-				Ш,	3 N.D.			
				TURNING CHECK	UNDEAD	OWERFUL AFFECTED IX HD)					
				UP TO 0		S LEVEL – 4					1
				1-3			NUMBER OF HD TURNED =				
				4-6		LEVEL - 2	2d6 +				
				79			CLERIC LEVEL +	4TH:			
				10–12	CLERIC	C'S LEVEL	CHA MODIFIER				
				13–15	CLERIC'S	LEVEL + 1	If cleric level is double the HD of the undead or more,				
				16–18	CLERIC'S	LEVEL + 2	the undead are destroyed rather				
			-	19–21	CLERIC'S	S LEVEL + 3	than turned.				
				22+	CLERIC'S	S LEVEL + 4		C.	PELL SA	VE	l——
								31	ELL SA	VE	wis
											MODIFIER
								SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
			-		 				0		0
									1ST		
			-	<u></u>					2ND		
									3RD		
									4TH		
								Your caster	r level is one-half	your paladin (class level.
	MONE	TOTAL WEIGHT CARRIED							LANGU	ACES	
	MONE							.,	Initial langu		
CP —								Com Each add'l l	ımon + racial langı language (Speak L	uages + Int bo	onus skill points
SP —											
GP —				LIGHT	LOAD	MEDIUM LOAD	HEAVY LOAD				
PP —				LIFT O HEA	D	LIFT OFF GROUND	PUSH OR DRAG				
				EQUA MAX LO		2 × MAX LOAD	5 x MAX LOAD				

SPECIAL ABILITIES/FEATS

DAILY SPELLS

SPELL SAVE	SPELL SAVE	SPELL SAVE	SPELL SAVE
WIS MODIFIER	WIS MODIFIER	WIS MODIFIER	WIS MODIFIER
SPELL LEVEL SPELLS BONUS	SPELL LEVEL SPELLS BONUS	SPELL LEVEL SPELLS BONUS	SPELL LEVEL SPELLS BONUS SAVE DC LEVEL PER DAY SPELLS
SAVE DC PER DAY SPELLS	SAVE DC LEVEL PER DAY SPELLS	SAVE UC. PER DAT SPELLS	JAVE DE FERDA STEED
1ST	1ST	1ST	1ST
2ND	2ND	2ND	2ND
100	3RD	3RD	3RD
3RD			
4TH	4TH	4TH	4TH
our caster level is one-half your	Your caster level is one-half your	Your caster level is one-half your	Your caster level is one-half your
aladin class level.	paladin class level.	ranger class level.	ranger class level.
	3.67 1.57(5)	3CT LEVEL	1ST LEVEL
IST LEVEL	1ST LEVEL	1ST LEVEL	
□□□ Bless	□□□ Bless	□□□ Alarm	□□□ Alarm
□□□ Bless Water	□□□ Bless Water	□□□ Animal Friendship	☐☐☐ Animal Friendship ☐☐☐ Delay Poison
□□□ Bless Weapon	□□□□ Bless Weapon	☐☐☐ Delay Poison ☐☐☐ Detect Animals or Plants	Detay Poison Detect Animals or Plants
Create Water	Create Water	Detect Snares and Pits	Detect Snares and Pits
☐☐☐ Cure Light Wounds ☐☐☐ Detect Poison	☐☐☐ Cure Light Wounds	□□□ Entangle	□□□ Entangle
Detect Undead	Detect Undead	□□□ Magic Fang	□□□ Magic Fang
□□□ Divine Favor	□□□ Divine Favor	□□! Pass without Trace	□□□ Pass without Trace
□□□ Endure Elements	□□□ Endure Elements	□□□ Read Magic	[][][] Read Magic
□□□ Magic Weapon	□□□ Magic Weapon	☐☐☐ Resist Elements	LILITI Resist Elements
□□□ Protection from Evil	□□□ Protection from Evil	□□□ Speak with Animals	니네 Speak with Animals
□□□ Read Magic	□□□ Read Magic	□□□ Summon Nature's Ally I	□□□ Summon Nature's Ally I
□□□ Resistance	□□□□ Resistance		
□□□ Virtue	☐☐☐ Virtue	2ND LEVEL	2ND LEVEL
2ND LEVEL	2ND LEVEL	□□□ Animal Messenger	□□LI Animal Messenger
ZIND ELVEL		□□□ Cure Light Wounds	□□□□ Cure Light Wounds
□□□ Delay Poison	☐☐☐ Delay Poison	□□□ Detect Chaos	□□□ Detect Chaos
Remove Paralysis	☐☐ Remove Paralysis ☐☐☐ Resist Elements	□□□ Detect Evil	Detect Good
HIME Resist Elements LITTE Shield Other	Shield Other	Detect Law	Detect Law
Undetectable Alignment	□□□ Undetectable Alignment	Hold Animal	□□□ Hold Animal
_ the foliate table Alignment		Protection from Elements	□□□ Protection from Elements
3RD LEVEL	3RD LEVEL		Lung Class
JKD ELVEE		□□L) Sleep	[H]□ Sleep
		□□□ Snare	□□□ Snare
□□□ Cure Moderate Wounds	□□□ Cure Moderate Wounds	□□□ Snare □□□ Speak with Plants	☐☐☐ Snare
□□□ Discern Lies	□□□ Cure Moderate Wounds	□□□ Snare	□□□ Snare
□□□ Discern Lies □□□ Dispel Magic	□□□ Cure Moderate Wounds □□□ Discern Lies □□□ Dispel Magic	□□□ Snare □□□ Speak with Plants □□□ Summon Nature's Ally II	□□□ Snare □□□ Speak with Plants □□□ Summon Nature's Ally II
□□□ Discern Lies □□□ Dispel Magic □□□ Greater Magic Weapon	□□□ Cure Moderate Wounds	□□□ Snare □□□ Speak with Plants	Speak with Plants Speak with Plants Summon Nature's Ally II
□□□ Discern Lies □□□ Dispel Magic	□□□ Cure Moderate Wounds □□□ Discern Lies □□□ Dispel Magic □□□ Greater Magic Weapon □□□ Heal Mount □□□ Magic Circle against Evil	□□□ Snare □□□□ Speak with Plants □□□□ Summon Nature's Ally II 3RD LEVEL □□□□ Control Plants	Speak with Plants Speak with Plants Summon Nature's Ally II 3RD LEVEL Control Plants
□□□ Discern Lies □□□ Dispel Magic □□□ Greater Magic Weapon □□□ Heal Mount	□□□ Cure Moderate Wounds □□□ Discern Lies □□□ Dispel Magic □□□ Greater Magic Weapon □□□ Heal Mount □□□ Magic Circle against Evil □□□ Prayer	□□□ Snare □□□□ Speak with Plants □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	Speak with Plants Speak with Plants Summon Nature's Ally II 3RD LEVEL Control Plants Similar Diminish Plants
□□□ Discern Lies □□□ Dispel Magic □□□ Greater Magic Weapon □□□ Heal Mount □□□ Magic Circle against Evil	□□□ Cure Moderate Wounds □□□ Discern Lies □□□ Dispel Magic □□□ Greater Magic Weapon □□□ Heal Mount □□□ Magic Circle against Evil	□□□ Snare □□□□ Speak with Plants □□□□□ Summon Nature's Ally II 3RD LEVEL □□□□□ Control Plants □□□□□□ Diminish Plants □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	Speak with Plants Speak with Plants Summon Nature's Ally II 3RD LEVEL Control Plants Sill Diminish Plants Greater Magic Fang
Discern Lies Dispel Magic Dispel Magic Dispel Magic Weapon Dispel Mount Dispel Mount Dispel Magic Circle against Evil Dispel Prayer Dispel Remove Blindness/Deafness	□□□ Cure Moderate Wounds □□□ Discern Lies □□□ Dispel Magic □□□ Greater Magic Weapon □□□ Heal Mount □□□ Magic Circle against Evil □□□ Prayer □□□ Remove Blindness/Deafness	□□□ Snare □□□□ Speak with Plants □□□□ Summon Nature's Ally II 3RD LEVEL □□□□ Control Plants □□□□ Diminish Plants □□□□ Greater Magic Fang □□□□ Neutralize Poison	Speak with Plants Speak with Plants Summon Nature's Ally II Control Plants Similar Diminish Plants Similar Greater Magic Fang Neutralize Poison
□□□ Discern Lies □□□ Dispel Magic □□□ Greater Magic Weapon □□□ Heal Mount □□□ Magic Circle against Evil □□□ Prayer	□□□ Cure Moderate Wounds □□□ Discern Lies □□□ Dispel Magic □□□ Greater Magic Weapon □□□ Heal Mount □□□ Magic Circle against Evil □□□ Prayer	Snare Speak with Plants Summon Nature's Ally II SRD LEVEL Diminish Plants Greater Magic Fang Neutralize Poison Plant Growth	Speak with Plants Speak with Plants Summon Nature's Ally II 3RD LEVEL Control Plants Speater Magic Fang Neutralize Poison Speak with Plant Growth
Discern Lies Dispel Magic Dispel Magic DID Greater Magic Weapon DID Heal Mount DID Magic Circle against Evil DID Prayer DID Remove Blindness/Deafness	□□□ Cure Moderate Wounds □□□ Discern Lies □□□ Dispel Magic □□□ Greater Magic Weapon □□□ Heal Mount □□□ Magic Circle against Evil □□□ Prayer □□□ Remove Blindness/Deafness	Snare Speak with Plants Summon Nature's Ally II SRD LEVEL Gontrol Plants Greater Magic Fang Neutralize Poison Remove Disease	Speak with Plants Speak with Plants Summon Nature's Ally II Control Plants Similar Diminish Plants Similar Greater Magic Fang Neutralize Poison
Discern Lies Dispel Magic Dispel Magic Dispel Magic Weapon Dispel Mount Dispel Mount Dispel Meal Mount Dispel Magic Circle against Evil Dispel Prayer Dispel Remove Blindness/Deafness ATH LEVEL Dispel Cure Serious Wounds	□□□ Cure Moderate Wounds □□□ Discern Lies □□□ Dispel Magic □□□ Greater Magic Weapon □□□ Heal Mount □□□ Magic Circle against Evil □□□ Prayer □□□ Remove Blindness/Deafness	Snare Speak with Plants Speak with Plants Summon Nature's Ally II SRD LEVEL Gontrol Plants Figure Diminish Plants Figure Greater Magic Fang Figure Neutralize Poison Figure Plant Growth Figure Remove Disease Figure Summon Nature's Ally III	Speak with Plants Speak with Plants Summon Nature's Ally II Control Plants Speater Magic Fang Neutralize Poison Remove Disease
Discern Lies Dispel Magic Dispel Magic DID Greater Magic Weapon DID Heal Mount DID Magic Circle against Evil DID Prayer DID Remove Blindness/Deafness	Cure Moderate Wounds Cure Moderate Wounds Cure Discern Lies Cure Dispel Magic Cure Greater Magic Weapon Cure Heal Mount Cure Magic Circle against Evil Cure Prayer Cure Serious Wounds	Snare Speak with Plants Summon Nature's Ally II SRD LEVEL Gontrol Plants Greater Magic Fang Neutralize Poison Remove Disease	Speak with Plants Speak with Plants Summon Nature's Ally II Control Plants Similar Diminish Plants Similar Greater Magic Fang Neutralize Poison Speak Plant Growth Speak Summon Nature's Ally III
Discern Lies Dispel Magic Dispel Magic Dispel Magic Weapon Dispel Mount Dispel Mount Dispel Meal Mount Dispel Magic Circle against Evil Dispel Prayer Dispel Remove Blindness/Deafness ATH LEVEL Dispel Cure Serious Wounds Death Ward	Cure Moderate Wounds Cure Discern Lies Cure Dispel Magic Cure Greater Magic Weapon Cure Heal Mount Cure Prayer Cure Remove Blindness/Deafness ATH LEVEL Cure Serious Wounds Cure Death Ward Cure Dispel Evil Cure Freedom of Movement	Snare Speak with Plants Speak with Plants Summon Nature's Ally II SRD LEVEL SPECIAL Control Plants SPECIAL Control Plants SPECIAL CONTROL Plants SPECIAL CONTROL Plants SPECIAL CONTROL CONT	Snare Speak with Plants Control Plants Control Plants Control Plants Control Plants Control Plants Plants Plants Plant Greater Magic Fang Plant Growth Remove Disease Control Plants Control Plan
Discern Lies Dispel Magic Dispel Magic Dispel Magic Weapon Dispel Heal Mount Dispel Magic Circle against Evil Dispel Prayer Dispel Blindness/Deafness TH LEVEL Dispel Evil Dispel Evil Dispel Evil Dispel Freedom of Movement Dispel Holy Sword	Cure Moderate Wounds Cure Moderate Wounds Cure Discern Lies Cure Greater Magic Weapon Cure Heal Mount Cure Magic Circle against Evil Cure Prayer Cure Serious Wounds Cure Serious Wounds Cure Death Ward Cure Dispel Evil Cure Holy Sword	Snare Speak with Plants Speak with Plants Summon Nature's Ally II SRD LEVEL SPECIAL Control Plants SPECIAL Control Plants SPECIAL CONTROL Plants SPECIAL CONTROL Plants SPECIAL CONTROL CONT	Snare Speak with Plants Control Plants Greater Magic Fang Neutralize Poison Remove Disease Summon Nature's Ally III
Discern Lies Dispel Magic Dispel Magic Dispel Magic Weapon Dispel Heal Mount Dispel Magic Circle against Evil Dispel Prayer Dispel Blindness/Deafness ATH LEVEL Dispel Cure Serious Wounds Dispel Evil Dispel Evil	Cure Moderate Wounds Cure Discern Lies Cure Dispel Magic Cure Greater Magic Weapon Cure Heal Mount Cure Prayer Cure Remove Blindness/Deafness ATH LEVEL Cure Serious Wounds Cure Death Ward Cure Dispel Evil Cure Freedom of Movement	Snare Speak with Plants Summon Nature's Ally II SRD LEVEL Gontrol Plants Figure Diminish Plants Figure Greater Magic Fang Figure Neutralize Poison Figure Plant Growth Figure Remove Disease Figure Summon Nature's Ally III Figure Shape Figure Water Walk	Speak with Plants Speak with Plants Summon Nature's Ally II Control Plants Similar Diminish Plants Speaker Magic Fang Neutralize Poison Speaker Magic Fang Summon Nature's Ally III Speaker Summon Nature's Ally III Speaker Walk
Discern Lies Dispel Magic Dispel Magic Dispel Magic Weapon Dispel Heal Mount Dispel Magic Circle against Evil Dispel Prayer Dispel Blindness/Deafness TH LEVEL Dispel Evil Dispel Evil Dispel Evil Dispel Freedom of Movement Dispel Holy Sword	Cure Moderate Wounds Cure Moderate Wounds Cure Discern Lies Cure Greater Magic Weapon Cure Heal Mount Cure Magic Circle against Evil Cure Prayer Cure Serious Wounds Cure Serious Wounds Cure Death Ward Cure Dispel Evil Cure Holy Sword	Snare Speak with Plants Summon Nature's Ally II SRD LEVEL Gontrol Plants Figure Diminish Plants Figure Greater Magic Fang Figure Neutralize Poison Figure Plant Growth Figure Remove Disease Figure Summon Nature's Ally III Figure Shape Figure Water Walk 4TH LEVEL Cure Serious Wounds	Snare Speak with Plants Summon Nature's Ally II 3RD LEVEL Control Plants Similar Plants Similar Plants Similar Plant Greater Magic Fang Similar Plant Growth Summon Nature's Ally III Similar Plant Growth
Discern Lies Dispel Magic Dispel Magic Dispel Magic Weapon Dispel Heal Mount Dispel Magic Circle against Evil Dispel Prayer Dispel Blindness/Deafness TH LEVEL Dispel Evil Dispel Evil Dispel Evil Dispel Freedom of Movement Dispel Holy Sword	Cure Moderate Wounds Cure Moderate Wounds Cure Discern Lies Cure Greater Magic Weapon Cure Heal Mount Cure Magic Circle against Evil Cure Prayer Cure Serious Wounds Cure Serious Wounds Cure Death Ward Cure Dispel Evil Cure Holy Sword	Snare Speak with Plants Summon Nature's Ally II SRD LEVEL Gontrol Plants Figure Diminish Plants Figure Greater Magic Fang Figure Neutralize Poison Figure Plant Growth Figure Remove Disease Figure Summon Nature's Ally III Figure Shape Figure Water Walk	Speak with Plants Speak with Plants Summon Nature's Ally II Control Plants Similar Diminish Plants Speater Magic Fang Neutralize Poison Speace Summon Nature's Ally III Summon Nature's Ally III Speaker Walk Cure Serious Wounds
Discern Lies Dispel Magic Dispel Magic Dispel Magic Weapon Dispel Heal Mount Dispel Magic Circle against Evil Dispel Prayer Dispel Blindness/Deafness TH LEVEL Dispel Evil Dispel Evil Dispel Evil Dispel Freedom of Movement Dispel Holy Sword	Cure Moderate Wounds Cure Moderate Wounds Cure Discern Lies Cure Greater Magic Weapon Cure Heal Mount Cure Magic Circle against Evil Cure Prayer Cure Serious Wounds Cure Serious Wounds Cure Death Ward Cure Dispel Evil Cure Holy Sword	Snare Speak with Plants Summon Nature's Ally II 3RD LEVEL Gontrol Plants Diminish Plants Greater Magic Fang Neutralize Poison Remove Disease Summon Nature's Ally III Con Tree Shape Water Walk 4TH LEVEL Cure Serious Wounds Freedom of Movement	Speak with Plants Speak with Plants Summon Nature's Ally II 3RD LEVEL Control Plants Simmon Plants Simmon Plants Simmon Nature's Ally III Remove Disease Summon Nature's Ally III
Discern Lies Dispel Magic Dispel Magic Dispel Magic Weapon Dispel Heal Mount Dispel Magic Circle against Evil Dispel Prayer Dispel Blindness/Deafness TH LEVEL Dispel Evil Dispel Evil Dispel Evil Dispel Freedom of Movement Dispel Holy Sword	Cure Moderate Wounds Cure Moderate Wounds Cure Discern Lies Cure Greater Magic Weapon Cure Heal Mount Cure Magic Circle against Evil Cure Prayer Cure Serious Wounds Cure Serious Wounds Cure Death Ward Cure Dispel Evil Cure Holy Sword	Snare Speak with Plants Summon Nature's Ally II SRD LEVEL Gontrol Plants Summon Plants Summon Plants Summon Plants Summon Plants Summon Plants Summon Nature's Ally III Summon Nature's Ally III Summon Nature's Ally III Summon Plant Water Walk Summon Nature's Ally III Summon Nature's Ally III Summon Plant Water Walk Summon Nature's Ally III	Speak with Plants Speak with Plants Summon Nature's Ally II 3RD LEVEL Control Plants Simmon Plants Simmon Plants Simmon Plant Greater Magic Fang Summon Nature's Ally III Summon Nature's Ally III Simmon Plant Growth
Discern Lies Dispel Magic Dispel Magic Dispel Magic Weapon Dispel Heal Mount Dispel Magic Circle against Evil Dispel Prayer Dispel Blindness/Deafness TH LEVEL Dispel Evil Dispel Evil Dispel Evil Dispel Freedom of Movement Dispel Holy Sword	Cure Moderate Wounds Cure Moderate Wounds Cure Discern Lies Cure Greater Magic Weapon Cure Heal Mount Cure Magic Circle against Evil Cure Prayer Cure Serious Wounds Cure Serious Wounds Cure Death Ward Cure Dispel Evil Cure Holy Sword	□□□ Snare □□□□ Speak with Plants □□□□ Summon Nature's Ally II 3RD LEVEL □□□□ Control Plants □□□□ Greater Magic Fang □□□□ Neutralize Poison □□□□ Plant Growth □□□□ Remove Disease □□□□ Summon Nature's Ally III □□□□ Tree Shape □□□□ Water Walk 4TH LEVEL □□□□ Cure Serious Wounds □□□□ Freedom of Movement □□□□ Nondetection □□□□ Polymorph Self	Speak with Plants Speak with Plants Summon Nature's Ally II 3RD LEVEL Control Plants Simmon Plants Simmon Plants Simmon Nature's Ally III Remove Disease Summon Nature's Ally III

RANGER SPELLS

CHARACTER NAME				PLAYER											
Ranger				T)RAGONS®											
CLASS		RACE		ALIGNMENT		DEITY		CHADAC	_				тc		
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAI	CHARAC	IEK	KECO	KU S	псс	1.2		
LLVLL						2123			DAMAGE	HIT DIE	_		_		
ABILITY NAME	ABILITY AI SCORE MC	BILITY TEMPORARY DDIFFER SCORE	MODIFIER	TOTAL	WOUNDS	/CURRENT HP	. ,	SUBDUAL DAMAGE R	EDUCTION	TYPE		SPEE	<u> </u>		
STR STRENGTH			HIT	POINTS						d10					
DEX			Page 1911 - British British		= 10+			+							
DEXTERITY			ARMO	TOTAL	ARM	MOR SHIELD	DEX	SIZE NATURAL MISC	[MISS	ARMOR	SPELL SISTANCE			
CON			<u></u>		BOI	NUS BONUS M	10DIFIER	MODIFIER ARMOR MODIFIER		CHANCE	CHECK RE	SISTANCE			
INT				ITIATIVE MODIFIER	=	+	ASS		SKILI	LS	MA	K RANKS	/		
INTELLIGENCE					TOTAL MOD	EX MISC HEFER MODIFIER	10.55	KILL NAME	KEY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
WIS WISDOM				BASE ATTA	CK))		ABILITY	MODIFIER	MODIFIER		MODIFIER		
CHA				BONUS			⊠ A	LCHEMY	INT		=	+	.+		
CHARISMA		Ebenevican	pper Communication of the Communication of the Comm					NIMAL EMPATHY	CHA		=	t	.+		
SAVING T		TOTAL BAS	E ABILITY MAC E MODIFIER MODI	FIER MODIFIER MOD	ORARY OFFIER CONDITION	NAL MODIFIERS		APPRAISE ALANCE	INT DEX*		=	+	.+		
FORTI'	TUDE	=	+ + +	+				SLUFF B	CHA		<u> </u>	+ +	.+ +		
REF				3.63				LIMB =	STR∜		=	+	+		
(DEXTE	RITY)		+					ONCENTRATION	CON		=	+	+		
WI (WISD	LL OM)	=	+ +	+ +				RAFT ■ (DIPLOMACY ■	_) INT		=	+	_+		
(#135	01017			A Programa	quane iii		_	DISABLE DEVICE	CHA INT		=	+	.+		
				STR TACK BONUS MODIF	SIZE	MISC TEMPORAR		Disguise =	СНА			+ <u> </u>	_+		
V	ELEE	TO 10	OTAL BASE AT	TACK BONUS MODIF	IER MODIFIER N	AODIFIER MODIFIER	[X] C	SCAPE ARTIST	DEX*		=	+	.+		
	ACK BONUS		=		_ ++		2	ORGERY #	INT CHA		=	+	_+		
RA	NGED		=	+	+ +	1		Gather Information ■ Handle Animal	CHA		=	+	.+ +		
A!!!	ACK BONUS	TO	DTAL BASE AT	TACK BONUS DEX	SIZE IER MODIFIER N	MISC MODIFIER	(6)	TEAL =	WIS		=	·	+		
				Moon	, chi mobilitetti ti		□⊦	IDE .	DEX*		=	+	.+		
,	WEAPON		TOTAL ATTACK B	ONUS DA	MAGE	CRITICAL		NNUENDO	WIS		=	+	.+		
			TOTAL ATTACK B	ONOS DA	IMAGE	CKITICAL		ntimidate ■ ntuit Direction	CHA WIS		=·	+	.+		
								UMP =	STR*		=·	+ +	+		
RANGE	WEIGHT	TYPE	SIZE	SPECIA	L PROPERTIES	S		NOWLEDGE (ARCANA)	INT		=	+	.+		
							l	NOWLEDGE (ARCHITECTURE							
,	WEAPON		TOTAL ATTACK F	ONUS DA	MAGE	CRITICAL		. ENGINEERING) (NOWLEDGE (GEOGRAPHY)	INT		=	+	.+		
			TOTAL ATTACK E	ONUS DA	WAGE	CKITICAL		(NOWLEDGE (HISTORY)	INT		= <u></u> -	т +	.T		
							⊠K	(NOWLEDGE (LOCAL)	INT		=	+	.+		
RANGE	WEIGHT	TYPE	SIZE	SPECIA	L PROPERTIE	S		(NOWLEDGE (NATURE)	INT		=	+	.+		
İ								(NOWLEDGE NOBILITY & ROYALTY)	INT						
	VEAPON			aw.e	W.CE	CDITICAL	•	NOWLEDGE (THE PLANES)	INT		=· =		+		
			TOTAL ATTACK B	ONUS DA	MAGE	CRITICAL		(NOWLEDGE (RELIGION)	INT		=		+		
								ISTEN	WIS		=		.+		
RANGE	WEIGHT	TYPE	SIZE	SPECIA	L PROPERTIES	S		Move Silently Dpen Lock	DEX*		=	+	+		
								ERFORM = (.)		=	r			
							(_)						
ARMOR/	PROTECTIV	/E ITEM	TYPE	ARMOR BON	JS MAX	DEX BONUS	(.) CHA		=		.+		
			1112	ARMORBON	99			ick Pocket rofession (DEX*		=	<u></u>	+		
				cos.	LAL BRODER			IDE (.) DEX		=+		+ +		
CHECK PENA	ALTY SPELL F	AILURE SP	EED WEIGHT	SPEC	IAL PROPERT	IE2		CRY ■ [can't buy ranks]	INT		=	- 0	+		
							_	EARCH■	INT		=	·	.+		
SHIELD/P	ROTECTIVE	ITEM	OR BONUS W	FIGUT CHECK	DENALTY 6	DELL FAULURE		ENSE MOTIVE	WIS			-	+		
		ARN	NOR BONUS W	AGHI CHECK	PENALITYS	ALLUNI	_	PELLCRAFT POT ■	INT WIS		=		+		
							_	WIM	STR**		·	·	+		
			SPECIAL PROPER	TIES				UMBLE	DEX*			t	+		
								ISE ROPE VALUE R	DEX		=	+	+		
			AMMUNITION	· · · · ·			_	VILDERNESS LORE ■	WIS		=	-	+		
						2000 2000 2000 2000									
							-								
]			لحالحالجانب نهاتها									

DUNGEONS

CAMPAIGN				FAVORED ENEMIES	SKILL/DMG. BONUS*	1sт:			
			Ì						
EXPERIENCE POINTS				IST ENEMY					
				2ND ENEMY					
	GEAR			3RD ENEMY					
ITEM	WT.	ITEM	WT.	JKD ENEMY					
				4TH ENEMY					
				5TH ENEMY		2ND:			
				*Applies to Bluff, Listen, Sense Motive, S	Spot, and Wilderness				
			-	Lore checks and weapon damage rolls (inc damage against targets within	luding ranged weapon				
				uumage agamst targets within	, 50 ,000,				
				To all					
				Track					
						3 RD:	-		
							_		
						4тн:			
						410			
		<u> </u>				<u></u>			
				100			NOT	EC	
							NO	LJ	
			-						
				LIGHT LOAD MEDIUM LOAD	HEAVY LOAD				
				LIFT OVER LIFT OFF	PUSH OR				
			_	HEAD GROUND	DRAG				
			_	EQUALS 2 × MAX LOAD MAX LOAD	5 × MAX LOAD				
				LANGUAG	ES				
				Initial languages = Common + racial la Each additional language (Speak Lang	nguages + Int bonus uage) = 2 skill point	SPE	LL SA	VE	
		TOTAL WEIGHT CARI	RIED						WIS MODIFIER
	MONEY								
CP						SPELL SAVE DC	LEVEL	SPELLS PER DAY	SPELLS
Gr.			ļ				0		0
			1				1ST		
SP —				-					
							2ND		
GP —							3RD		
						一	4TH		
PP —						Your c	aster level i	s one-half	your
						,041 0	ranger cla	ss level.	,

DAILY SPELLS

SPECIAL ABILITIES/FEATS

PALADIN SPEL	LS	RANGER SPELL	S
SPELL SAVE	SPELL SAVE WIS MODIFIER	SPELL SAVE WIS MODIFIER	SPELL SAVE WIS MODIFIER
SPELL LEVEL SPELLS BONUS SPELLS 1ST	SPELL SPELLS BONUS SPELLS 1ST	SPELL SPELLS BONUS SPELLS 1ST SPELLS 2ND SPELLS 3RD SPELLS 4TH SPELLS Your caster level is one-half your	SPELL SAVE DC LEVEL SPELLS BONUS SPELLS 1ST
our caster level is one-half your aladin class level.	Your caster level is one-half your paladin class level.	ranger class level.	ranger class level.
ST LEVEL	1ST LEVEL	1ST LEVEL	1ST LEVEL
Bless Bless Water Bless Weapon Create Water Cure Light Wounds Detect Poison Detect Undead Divine Favor Endure Elements Magic Weapon Protection from Evil	Bless Water Bless Water Bless Weapon Create Water Bless Weapon Cure Light Wounds Cure Light Wounds Cure Detect Poison Cure Divine Favor Blue Endure Elements Cure Magic Weapon Cure Protection from Evil	□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	
□□□ Resistance □□□ Virtue	□□□ Resistance	2ND LEVEL	2ND LEVEL
ZND LEVEL □□□ Delay Poison □□□ Remove Paralysis □□□ Resist Elements □□□ Shield Other □□□ Undetectable Alignment	2ND LEVEL Color Delay Poison Color Remove Paralysis Color Resist Elements Color Shield Other Color Undetectable Alignment	☐☐ Animal Messenger ☐☐☐ Cure Light Wounds ☐☐☐ Detect Chaos ☐☐☐ Detect Evil ☐☐☐ Detect Good ☐☐☐ Detect Law ☐☐☐ Hold Animal ☐☐☐ Protection from Elements	□□□ Animal Messenger □□□□ Cure Light Wounds □□□ Detect Chaos □□□ Detect Evil □□□ Detect Good □□□ Detect Law □□□ Hold Animal □□□ Protection from Elements
BRD LEVEL	3RD LEVEL	□□L) Sleep	LIETO Sleep
□□□ Cure Moderate Wounds □□□ Discern Lies □□□ Dispel Magic	☐☐☐ Cure Moderate Wounds ☐☐☐ Discern Lies ☐☐☐ Dispel Magic	□□□ Snare □□□ Speak with Plants □□□ Summon Nature's Ally II	☐☐☐ Sriare ☐☐☐ Speak with Plants ☐☐☐☐ Summon Nature's Ally II
□□□ Greater Magic Weapon	□□□ Greater Magic Weapon	3RD LEVEL	3RD LEVEL
LIDE Heal Mount LIDE Magic Circle against Evil LIDE Prayer LIDE Remove Blindness/Deafness	☐☐☐ Heal Mount ☐☐☐ Magic Circle against Evil ☐☐☐ Prayer ☐☐☐ Remove Blindness/Deafness	☐ Control Plants ☐ Diminish Plants ☐ Greater Magic Fang ☐ Neutralize Poison ☐ ☐ Plant Growth	□□□ Control Plants □□□ Diminish Plants □□□ Greater Magic Fang □□□ Neutralize Poison □□□ Plant Growth
TH LEVEL	4TH LEVEL	□□□□ Remove Disease	□□□ Remove Disease
Cure Serious Wounds Cure Serious Wounds Cure Death Ward Cure Dispel Evil Cure Freedom of Movement	☐☐☐ Cure Serious Wounds ☐☐☐ Death Ward ☐☐☐ Dispel Evil ☐☐☐ Freedom of Movement	□□□ Summon Nature's Ally III □□□ Tree Shape □□□ Water Walk	□□□ Summon Nature's Ally III □□□ Tree Shape □□□ Water Walk
☐☐☐ Holy Sword ☐☐☐ Neutralize Poison	□□□ Holy Sword □□□ Neutralize Poison	4TH LEVEL	4TH LEVEL
		□□□□ Cure Serious Wounds □□□□ Freedom of Movement □□□□ Nondetection □□□□ Polymorph Self □□□□ Summon Nature's Ally IV □□□□ Tree Stride □□□□ Wind Wall	□□□ Cure Serious Wounds □□□ Freedom of Movement □□□ Nondetection □□□ Polymorph Self □□□ Summon Nature's Ally IV □□□ Tree Stride □□□ Wind Wall

RANGER SPELLS

CHARACTER NAME				PLAYER		TAUNOEONS								
Rogue RACE			_		T)RAGONS									
CLASS		RACE		ALIGNMEN	Γ	DEITY							T C	
								CHARA	CTER	RECO	RU S	HEE	15	
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR							
ABILITY NAME	ABILITY SCORE	ABILITY IEMPORAR MODIFIER SCORE	Y TEMPORARY MODIFIER	TOTAL	- WOUND:	S/CURRENT HP	SU	JBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	:	SPEE)	
STR		7 pine martine a 19 27 52		HP			1			d6	,,,,			
STRENGTH				POINTS	1 70.)					
DEX DEXTERITY		19 18 18 18 18 18	ARM	AC OR CLASS	= 10+	++		+	j	MISS	ARMOR	SDELL		
CON	i			TOTAL	AR BO	MOR SHIELD INUS BONUS	DEX S MODIFIER MOI	SIZE NATURAL MISC DIFIER ARMOR MODIFIEI	₹	MISS CHANCE	CHECK R PENALTY	SPELL ESISTANCE	-	
			Record III	ITIATIVE		+	88		SKILI			X RANKS	1	
INT INTELLIGENCE				MODIFIER	TOTAL MO	DEX MISC DIFIER MODIFIER	SCLA		KEY	SKILL	ABILITY		MISC	
WIS						DIFIER MODIFIER	SKIL	L NAME	ABILITY	MODIFIER	MODIFIER	RANKS	MISC MODIFIER	
				BASE ATTA	ACK		⊠ ALCH	HEMY	INT			·	+	
CHA CHARISMA		Land Section 1999					APPR		INT		=	+	_+	
SAVING 1	HPOWS	TOTAL BA	SE ABILITY MAG	SIC MISC. TEM	PORARY CONDITIO	INAL MODIFIERS	1 🗆 BALA		DEX☆		=	+	+	
FORT			VE MODIFIER MODI	T. T	MARCH.		☐ BLUF		CHA		=	+	_+	
(CONSTI	гитіом)				e aa i		☐ CLIM		STR* CON		=	+	_+	
REF	LEX	=	+ + +	1+1 1+			☐ CRAF	CENTRATION FT ()' INT		=	+	-+ +	
W					The Strategy		1 —	IPHER SCRIPT	INT		=	+	+	
(WISE					na, violaidi.		DIPL	OMACY =	СНА		=	+	_+	
						SNEAK ATTACK	_	ABLE DEVICE	INT	*****		+	_+	
		TOTAL	BASE ATTACK BONUS	STR SIZE MODIFIER MODIFIE	MISC TEMP R MODIFIER MOI	ORARY EXTRA	☐ Disc	SUISE APE ARTIST	CHA DEX*		=	+	_+	
	===]=[+ + +]+[]+		☐ Fore		INT		=	+	-T	
	BONUS						☐ GATH	HER INFORMATION	СНА		=	+	_+	
	GED BONUS			++	J* *	ENIFAK	_	IDLE ANIMAL	СНА		=	.+	_+	
		TOTAL	BASE ATTACK BONUS	MODIFIER MODIFIE	MISC R MODIFIER	SNEAK ATTACK EXTRA	⊠ HEAI		WIS		=	+	_+	
						EXTRA DAMAGE	HIDE 		WIS		=	+	- +	
	WEAPO	ON	TOTAL ATTACK	BONUS D	AMAGE	CRITICAL	_	MIDATE =	СНА			+	_+	
							⊔ ואדט	JIT DIRECTION	WIS		=	+	_+	
RANGE	WEIGHT	TYPE	SIZE	SPECI	AL PROPERTIE	S	☐ JUME		STR*			+	_+	
MAINGE	WEIGHT							WLEDGE (ARCANA) WLEDGE (ARCHITECTU	INT			.+	_+	
L		<u> </u>		· · · · · · · · · · · · · · · · · · ·				GINEERING)	INT		=	+	+	
	WEAP	ON	TOTAL ATTACK	BONUS D	AMAGE	CRITICAL	⊠ Кио	WLEDGE (GEOGRAPHY) INT		=	+	_+	
							1 -	WLEDGE (HISTORY)	INT		=	+	_+	
RANGE	WEIGHT	TYPE	SIZE	SPECI	AL PROPERTIE		_	WLEDGE (LOCAL) WLEDGE (NATURE)	INT		=	+	_+	
KANGE	WEIGHT	1165	3,22				I	WLEDGE (NATORE)	1141		=	.+	_+	
		<u> </u>					I —	BILITY & ROYALTY)	INT			+	_+	
	WEAP	ON	TOTAL ATTACK	BONUS D	AMAGE	CRITICAL		WLEDGE (THE PLANES)			=		_+	
							ı —	WLEDGE (RELIGION)	INT WIS		=		_+	
	WELCHE	TVPF	SIZE	SDECI	AL PROPERTIE	·s	☐ Liste	EN ■ /E SILENTLY ■	DEX*		= =		-† -+-	
RANGE	WEIGHT	TYPE	SIZE	SPECI	AL PROPERTIE		☐ OPE		DEX		=	+	_+	
							☐ PERF	ORM . ()					
							()					
ARMOR	PROTEC	TIVE ITEM	TYPE	ARMOR BON	NUS MA	X DEX BONUS	(<u> </u>	Роскет) CHA DEX*		= =		-+ 	
							_	FESSION() wis		= =	+	_+	
CHECK DEN	ALTY CDE	LL FAILURE S	PEED WEIGHT	SPE	CIAL PROPER	TIES	☐ READ	LIPS	INT		=	+	_+	
CHECK PEN	ALIT, SPE	LL PAILURE 3	PEED WEIGHT					: ■() DEX		=	+	_+	
				<u> </u>			_	r ■ [can't buy ranks]	INT		==	+ 0	+	
SHIELD/	PROT <u>EC</u>	TIVE ITEM AD	MOR BONUS W	EIGHT CHEC	K PENALTY S	SPELL FAILURE	☐ SEAR	rch ∎ se Motive ■	INT WIS		= =	+	.+ +	
		AK					1 —	LCRAFT	INT		=		+	
			CDCCM DBCCF	TIES			☐ Spot		WIS		=	+	_+	
			SPECIAL PROPER	(TIE2			□ Swin		STR**		=	+	_+	
							J □ Tum	IBLE Magic Device	DEX*		=	+	_+	
			AMMUNITION	N			_	ROPE	DEX		=	+	-+ _+	
								DERNESS LORE ■	WIS		=	+	_+	
] [=	+	_+	
											,			

DUNGEONS

CAMPAIGN				SNEAK ATTACK EXTRA DAMAGE	Initial languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 2 skill points
					(Speak Language) = 2 skill points
EXPERIENCE POINTS					
	GEA	\R			
ITEM	WT.	ITEM	WT.		
	+				
	1				
	<u> </u>				1
Mar.					
					NOTES
					NOTES
	-				•
	-				
	+ +				
	-				
	-	TOTAL WEIGHT CARRI	FD FD		
	MON				
CP —					
					1
SP —					
GP —				LIGHT LOAD MEDIUM LOAD HEAVY LOAD	
gr 					
PP				LIFT OVER LIFT OFF PUSH OR HEAD GROUND DRAG EQUALS 2 x MAX LOAD 5 x MAX LOAD	

LANGUAGES

SPECIAL ABILITIES/FEATS

CHARACTER	NAME			PLAYER				<u> </u>	Дį	٨Ļ	IGE	<u> </u>	<u></u>	
Wizard									元 代	<u>R</u> Δ	Ge	Ne	Ď	
CLASS		RACE		ALIGNMENT	Г	DEITY		CHAR	ACTF					TS
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAI		ACTE			KU 3	1166	. 3
ABILITY NAME	ABILITY SCORE	ABILITY TEMPORAR MODIFIER SCORE	RY TEMPORARY MODIFIER	TOTAL	WOUNDS	/CURRENT HP		SUBDUAL DAMAGE	DAM REDUC	AGE TION	HIT DIE TYPE	:	SPEEI	D
STR STRENGTH				HP F POINTS							d4			
DEX		34 34		AC OR CLASS	= 10+	+	+	+ + + + + + + + + + + + + + + + + + + +] [
CON				TOTAL	ARN BOI	OR SHIELD NUS BONUS	DEX MODIFIER	SIZE NATURAL MI MODIFIER ARMOR MOD	SC IFIER		MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANC
INT				NITIATIVE MODIFIER		+	SS		Si				X RANKS	/
INTELLIGENCE				MODIFIER	TOTAL MOD	X MISC IFIER MODIFIER	SS-CLASS	VIII NAME	"	KEY	SKILL	ABILITY	RANKS	MISC
WIS				BASE ATTA	NCK		Ö	KILL NAME	^^	BILITY	MODIFIER	MODIFIER		MODIFIER
CHA CHARISMA				BONUS	L			LCHEMY PPRAISE ■		NT NT		=:	+	_+
SAVING T	HROWS	TOTAL BA	SE ABILITY MA	GIC MISC. TEMP	ORARY CONDITION	NAL MODIFIERS		ALANCE =		EX*		=	t	-T _+
FORTI	TUDE	3,4	T- MODIFIER WOD	THE WOODINE WOL				LUFF LIMB		HA TR*		=	+	_+
(CONSTIT							1	ONCENTRATION =		ON			+ +	_ +
REF (DEXTE	RITY)		++		eref			RAFT ■ (,	NT	=	=	+	_+
(WISD		=	+	+ +	98. 98.		_	DIPLOMACY DISABLE DEVICE		HA NT		=	+	_+
		_					× E	ISGUISE =	C	НА		=	+	_+
			TOTAL BASE A	STE ATTACK BONUS MODII	R SIZE FIER MODIFIER M	MISC TEMPOR	ICD	SCAPE ÅRTIST ■ ORGERY ■		DEX* NT		=	+	_+
	ELEE ACK BONUS		=	+]+[]+[1	⊠⊠C	ATHER INFORMATIO		HA			+	_+
	NGE			+		7	· 四·	Iandle Animal Ieal∎		:HA VIS		=	+	_+
ATTA	ACK BONUS	т	OTAL BASE A	TTACK BONUS DE)	SIZE FIER MODIFIER M	MISC		IDE		EX*			+ +	_+ _+
				Modifi	TEN MOONIEK II			NNUENDO		VIS	=	=	+	_+
V	VEAPO	N	TOTAL ATTACK I	BONUS DA	AMAGE	CRITICAL		ntimidate∎ ntuit Direction		HA VIS			+ +	_+ +
							⊠ Ju	JMP■	s	TR≭		=	+	_+
RANGE	WEIGHT	TYPE	SIZE	SPECIA	L PROPERTIES	5		NOWLEDGE (ARCANA) NOWLEDGE (ARCHITEC		NT	=	=	+	_+
							1	ENGINEERING)		NT	=	=	+	_+
7	VEAPO)N	TOTAL ATTACK	BONUE D	AMAGE	CRITICAL	_	NOWLEDGE (GEOGRAF NOWLEDGE (HISTORY)		NT NT		=	+	+
		4	TOTAL ATTACK	BONUS DA	AMAGE	CRITICAL	_	NOWLEDGE (LOCAL)		NT		=	+ <u></u> +	_+
DANCE	WEIGHT	TYPE	SIZE	SPECIA	L PROPERTIES			NOWLEDGE (NATURE)	- 1	NT	=	=	+	_+
RANGE	WEIGHT	ITPE	SIZE	SPECIA	L PROPERTIES	,		NOWLEDGE IOBILITY & ROYALTY)	1	NT		<u> </u>	+	+
							J□ĸ	NOWLEDGE (THE PLAN	,	NT		=		_+
V	VEAPO	N	TOTAL ATTACK	BONUS DA	AMAGE	CRITICAL		NOWLEDGÉ (RELIGION ISTEN =	•	NT VIS		=·		_+ +
[_ N	IOVE SILENTLY		DEX*		=		+
RANGE	WEIGHT	ТҮРЕ	SIZE	SPECIA	L PROPERTIES			PEN LOCK ERFORM ■ (, C	EX	=	=·	+	.+
])					
							(_	ск Роскет	,	HA EX*		·	<u> </u>	.+
ARMOR/	PROTEC	TIVE ITEM	TYPE	ARMOR BON	US MAX	DEX BONUS		ICK POCKET ROFESSION(/IS		=	 	.t
								DE = (,	EX	=			.+
CHECK PENA	LTY SPE	LL FAILURE SI	PEED WEIGHT	SPEC	CIAL PROPERT	IES		CRY ■ EARCH ■		NT NT		:		+
			1:				_	ense Motive =		/15				+
SHIELD/PI	ROTECT	IVE ITEM AD	MOR BONUS W	FIGHT CHECK	PENALTY SI	PELL EAILLIRE		PELLCRAFT		NT /IS	=	=	<u>-</u>	<u>+</u>
		AR	WON BONGS W	GREEK				POT ■ WIM ■		TR**	=	=·		.+
			SPECIAL PROPER	RTIES				UMBLE	C	EX≭	=		·	.+
								se Rope ■ ′ilderness Lore ■		EX 715	=======================================	=	⊦ ⊦	.+
			AMMUNITION	<u></u>			」					=	- <u></u>	+
				-								<u> </u>	<u>-</u>	.+
		 				000 0000 000 0000 000 0000					=	·		.r .+
			= LGB=====				_	marked with a can be used t		n if the	character h	as zero (0)	skill rank	-

	SPECIAL ABILITIES/FEATS	DAILY	SPELLS
CAMPAIGN		0:	5тн:
EXPERIENCE POINTS			
GEAR] ST:	
ITEM WT.			
			6тн:
		2	
		2ND:	
			7тн:
		3rd:	
			8тн:
	BONUS WIZARD FEATS		
	☐ BREW POTION	4тн:	9тн:
	☐ CRAFT ROD ☐ CRAFT STAFF		
	CRAFT WAND		
	☐ CRAFT MAGIC ARMS AND ARMOR ☐ CRAFT WONDROUS ITEM		
	ERAFT WONDROUS TEM		
	☐ ENLARGE SPELL		
	☐ EXTEND SPELL ☐ HEIGHTEN SPELL		
	MAXIMIZE SPELL	LANGUAGES	SPELL SAVE
	☐ QUICKEN SPELL ☐ SILENT SPELL		INT MODIFIE
	STILL SPELL	Initial languages = Common + racial languages + Int bonus	COTILE BONIES
	SPELL MASTERY:	Each additional language (Speak Language) = 2 skill points	SAVE DC LEVEL SPELLS BONGS PER DAY SPELLS
			0 0
			1ST
TOTAL WEIGHT CARRIED			2ND
MONEY			3RD
CP —			4TH
			5TH
SP			6TH
	LIGHT LOAD MEDIUM LOAD HEAVY LOAD		7TH
GP —			8TH
	LIFT OVER LIFT OFF PUSH OR HEAD GROUND DRAG		
PP —	HEAD GROUND DRAG EQUALS 2 × MAX LOAD 5 × MAX LOAD MAX LOAD		9TH

□□□ lce Storm

□□□ Wall of Fire

□□□ Wall of Ice

□□□ Shout

□□□ Otiluke's Resilient Sphere

SORCERER AND WIZARD SPELLS Enchantment □□□ Protection from Evil □□□ Summon Swarm SPELL SAVE □□□ Hold Person FIFTH Protection from Good □□□ Web □□□ Protection from Law □□□ Suggestion MODIFIER Divination □□□ Shield SPELL LEVEL SPELLS BONUS SPELLS □□□ Detect Thoughts Evocation □□□ Locate Object □□□ Fireball Conjuration 0 0 □□□ Grease □□□ See Invisibility GUIT Gust of Wind □□□ Leomund's Tiny Hut □□□ Mage Armor 1ST Enchantment □□□ Mount □□□ Lightning Bolt □□□ Tasha's Hideous Laughter □□□ Wind Wall □□□ Obscuring Mist 2ND □□□ Summon Monster I **Evocation** Illusion 3RD □□□ Unseen Servant □□□ Darkness □□□ Displacement □□□ Daylight 4TH □□□ Illusory Script Divination □□□ Flaming Sphere □□□ Invisibility Sphere Comprehend Languages 5TH □□□ Shatter □□□ Major Image □□□ Detect Secret Doors □□□ Detect Undead 6TH Illusion Necromancy □□□ Identify □□□ Blur □□□□ Gentle Repose 7TH □□□ True Strike □□□ Continual Flame □□□ Halt Undead □□□ Hypnotic Pattern **8TH** Enchantment □□□ Vampiric Touch □□□ Invisibility □□□ Charm Person 9TH Transmutation □□□ Leomund's Trap □□□ Hypnotism □□□ Blink □□□ Magic Mouth □□□ Sleep Number of Sorcerer Spells Known Fly Fly □□□ Minor Image o ____ 1st ____ 2nd ____ 3rd _ □□□ Gaseous Form **Evocation** □□□ Mirror Image 4th _____ 5th ____ 6th ____ 7th ____ □□□ Greater Magic Weapon □□□ Magic Missile \square \square Misdirection 8th ____ 9th ____ □□□ Tenser's Floating Disk □□□ Haste Necromancy □□□ Keen Edge 0 LEVEL □□□ Ghoul Touch Illusion □□□ Secret Page **Abjuration** □□□ Scare □□□ Change Self □□□ Shrink Item □□□ Spectral Hand □□□ Resistance □□□ Color Spray □□□ Slow □□□ Nystul's Magical Aura □□□ Water Breathing Conjuration **Transmutation** □□□ Nystul's Undetectable Aura □□□ Ray of Frost □□□ Alter Self 4TH LEVEL □□□ Silent Image □□□ Blindness/Deafness □□□ Ventriloquism **Abjuration** Divination □□□ Bull's Strength [][] Dimensional Anchor □□□ Detect Poison □□□ Cat's Grace Necromancy [] Fire Trap □□□ Cause Fear □□□ Darkvision ☐☐☐ Minor Globe of Invulnerability **Enchantment** □□□ Chill Touch □□□ Endurance □□□ Remove Curse □□□ Daze □□□ Ray of Enfeeblement □□□ Knock □□□ Stoneskin □□□ Levitate Evocation **Transmutation** □□□ Pyrotechnics Conjuration □□□ Flare □□□ Animate Rope □□□ Rope Trick □□□ Evard's Black Tentacles ⊒⊟⊟ Light □□□ Burning Hands □□□ Whispering Wind □□□ Leomund's Secure Shelter □□□ Enlarge [][]:] Minor Creation Illusion 3RD LEVEL □□□ Erase □□□ Solid Fog □□□ Dancing Lights □□□ Expeditious Retreat **Abjuration** □□□ Summon Monster IV □□□ Ghost Sound □□□ Feather Fall Dispel Magic □□□ Jump Divination Necromancy □□□ Explosive Runes □□□ Magic Weapon □□□ Magic Circle against Chaos □□□ Disrupt Undead □□□ Arcane Eye □□□ Message □□□ Detect Scrying □□□ Magic Circle against Evil □□□ Reduce Transmutation □□□ Magic Circle against Good ☐☐☐ Locate Creature □□□ Shocking Grasp □□□ Mage Hand □□□ Magic Circle against Law □□□ Scrying □□□ Mending □□□ Spider Climb □□□ Nondetection □□□ Open/Close **Enchantment** Protection from Elements 2ND LEVEL □□□ Charm Monster Universal □□□ Confusion Conjuration **Abjuration** □□□ Arcane Mark □□□ Emotion □□□ Flame Arrow □□□ Arcane Lock □□□ Detect Magic TENT Obscure Object □□□ Phantom Steed □□□ Lesser Geas □□□ Prestidigitation □□□ Protection from Arrows □□□ Sepia Snake Sigil □□□ Read Magic Evocation □□□ Sleet Storm □□□ Resist Elements TIME Fire Shield □□□ Stinking Cloud

□□□ Glitterdust ☐☐ Clairaudience/Clairvoyance □□□ Endure Elements □□□ Melf's Acid Arrow □□□ Tongues □□□ Hold Portal □□□ Summon Monster II

□□□ Fog Cloud

Conjuration

1ST LEVEL

Abjuration

□□□ Alarm

□□□ Protection from Chaos

□□□ Summon Monster III

Divination

□□□ Otto's Irresistible Dance

□□□ Sympathy

Abjuration

□□□ Banishment

□[]□ Sequester

□□□ Magic Jar

Transmutation

□□□ Animal Growth