SKILLS

UNTRAINED	CS	TOTAL	ABILITY	RANKS	TRAINED BONUS	MISC	MISC
ACROBATICS			= _{DEX}				
APPRAISE		:	= _{INT}				
BLUFF		:	= _{CHA}				
CLIMB			= _{STR}			_	
CRAFT		:	= INT				
CRAFT		:	= INT				
DIPLOMACY			= CHA				
DISGUISE		:	= CHA				
ESCAPE ARTIST		:	= _{DEX}			_	
FLY			= _{DEX}			_	
HEAL			= WIS				
INTIMIDATE			= _{CHA}				
PERCEPTION			= wis				
PERFORM		:	= CHA				
RIDE			= _{DEX}			_	
SENSE MOTIVE			= wis				
STEALTH			= _{DEX}			_	
SURVIVAL		:	= wis				
SWIM		:	= _{STR}			_	
						armor check penal	ty applies to all DEX and STR check
TRAINED ONLY							
	-		=				
	-		=				
	-		=				
	-		=				
	-		=				
	-		=				
	-		=				
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	-		=				
	-		=				
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	-		=				
	-		=				
	.		=				
		:	=				

LEVELS				RACE & HIT DICE	
	IGION	SIZE	AGE	RACE & HIT DICE ORIGIN / BIRTH DA	TE
LEVELS ON / REL	IGION HEIGHT	SIZE	AGE		TE SKIN
N / REL	HEIGHT			ORIGIN / BIRTH DA	

ABILITY SCORES											
		NATURAL SCORE	7 1	INHERENT BONUS/DRAIN	ENHANCEMENT	DAMAGE	_	SCORE	МС	DDIFIER	
STRI	ENGTH		+				=				STR
DEX	ΓERITY		+				=				DEX
CONSTIT	UTION		+				=				CON
INTELLI	GENCE		+				=				INT
W	ISDOM		+				=				WIS
СНА	RISMA		+				=				СНА
POINTS											
HIT POIN	TS TEM	IPORARY		WOUNDS	NO	ONLETHAL	DAN	MAGE REDUC	TION	VARIA	NT POINTS
				SAVI	NG TH	IROW	S				
CLASS 1 CLASS 2 CLASS 3 ABILITY MAGIC TEMP/MISC CONDITIONALS										NDITIONALS	
FORTIT	UDE	=				+ CON					
REF	LEX	=				+ DEX					
V	VILL _	=				+ WIS					
					ARMC	OR					
	= 10	0 +									
ARMOR CLASS		ARA	4OR	SHIELD	DEX	SIZE		NATURAL ARMOR	DEFLI	ECTION	MISC
FLAT-FOO	TED		TO U	СН	MIS	S CHANCE			SP RESIS	ELL TANCE	
ARMOR											
	AC B	ONUS		MAX DEX	CHECK	PENALTY	AR	CANE FAILU	JRE	SPEED	/ RUN ×
SHIELD											
	AC B	ONUS		MAX DEX	CHECK	(PENALTY	AR	CANE FAILU	J RE		

н	SLOT ELM						W	/T RE	FERENCE	
	_									
	AND -									
	ASK LET									
AMU	OAK									
	_									
	OBE _									
	HIRT _									
BRAC	_									
GLO	_									
	ING _									
	ING _									
	BELT _									
ВО	OTS _									
	CONTAINER L			D	MAX	1E W	T RE	FERENCE		
WEIGHT	ON SELF		ON OTH	HERS						
			_							
	-	FOLI	OWE	RS	& B	EAS	STS			
	NAM	ME & RACE		CLASS	LEVELS	н	IT DICE	HIT P	OINTS	
	I				1					
INIT	SPEED	ARMOR	ATTACK	STR	DEX	CON	INT	WIS	СНА	
	NAM	ME & RACE		CLASS	LEVELS	н	IT DICE	HIT P	OINTS	
INIT	SPEED	ARMOR	ATTACK	STR	DEX	CON	INT	WIS	СНА	
	NAM	ME & RACE		CLASS	LEVELS	IT DICE	DICE HIT POINTS			
	I	1		1	1	I	ı		1	

SPEED

ARMOR

ATTACK

EQUIPMENT

FOUIPMENT	EQUIPMENT				3 MOVEMENT									
		NA/T	DEFEDENCE			MEDIUM	HEAV	Y	MAX	LIFT OFF GROUND	PUSH OR DRAG	CURRENT LOAD		
	LOCATION	WT	REFERENCE		LOADS (PHB 162)									
				-	г	MAX DEX CH	HECK PENALTY	SPEED I	RUN ×	BASE ATTACK B	ONUS CLASS	1 CLASS 2 CLASS 3		
				-	DUE TO LOAD OR ARMOR						=			
				-		BASE SPEED	CURRENT	HUSTLE	RUN	INIT	IATIVE DE	X MISC		
				-	SPEEDS WALK						=	+		
				-	OTHER MODE									
				-	OTHER MODE		CC	\\ <i>I</i> `B \'	ТЛЛЛ	NEUVEI) C			
				-			BASE ATTACI				MISC	CONDITIONALS		
				_	BONUS	S	=	+	+	+				
				-			BASE ATTACI	STR + DEX	SIZ	E DODGE + DEFLE	CT MISC			
				-	DEFENSI	E		+	+	+	+ +	10		
				-				A	TTAC	CKS				
				-										
				_	WEAPON									
				-		ATTACK	BONUS	DAM	MAGE	CRITICAL	RANGE	TYPE / SIZE		
				_										
				-										
				_	WEAPON									
				-		ATTACK	BONUS	DAM	MAGE	CRITICAL	RANGE	TYPE / SIZE		
				-										
				-										
				-	WEAPON									
				-		ATTACK	BONUS	DAM	MAGE	CRITICAL	RANGE	TYPE / SIZE		
				-										
				-										
				-	WEAPON									
				-		ATTACK	BONUS	DAM	MAGE	CRITICAL	RANGE	TYPE / SIZE		
				_										
		MONIES		-										
		MONEY			WEAPON									
						ATTACK	BONUS	DAM	MAGE	CRITICAL	RANGE	TYPE / SIZE		

ABILITIES	& FEATS	4 5						SP	ELLS	
			SPELL	I EV/EI	SPELLS	BONUS SPELLS	ΓΩΤΑΙ	# KNOWN		
		-	SAVE DC	0	PER DAT	SPELLS	IOIAL	KNOWN		
		-		1						
		-		2						
		-		3						
		-		4						
		_		5						
		-		6						
		-		7						
		-		8						
		-		9						
		-	SAVE M	OD		ABILIT	Y	MISC		
		-			= 10 +					
		_								
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		-								
		-								
LANGUAGES & P	POFICIENCIES									
LANGUAGES & I	MOTICILINCILS									
		-								