er Character Re	ecord		Race	RACTER NAME	Class		
Player:		-0.00			<del>,                                     </del>		161
Campaign:	Character Creation	Date:	Alignment	Size	Deity A	liuetad	Level     Initiative
Current XP: Ability	Next Level Goal: Ability Saving	ARMOR	_ HIT POINT	Base Speed		ljusted Speed	Modifier De:
Score	Ability Saving Modifier Throws	CLASS	maximum	Current I	lit Points	Tempor	ary Hit Points
STR		~					
DEX		\ /	HIT DICE	Available	Hit Dice	Dogs	h Saves
CON			d			P	ass 🗆 🗆 🗆
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wis 🗀		\dv:				Level	austion Effect
СНА		)isad:		22.20			ability checks
		<b></b>		Q P	XX	☐3 DA or	attacks and saves
Wis _	Passive Percep	πon		bl s			l reduced to 0
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION			
Description	MAGIC MISC.	ATTACK BONUS			<u>iciencii</u>		
+	++_=[			Acrobat	ics [v2]1/4]	SAVES:	
DAMAGE DICE	$\downarrow$ $\downarrow$ MISC. $=$	DAMAGE	Wis	The second second and the	Indlg ×21/2		
AMMO 🗆 🗆			Int 🗆	Arcana [	-	TOOLS:	
WEAPON		or RANGE DAMAGE	Str 🗆	Athletic			
Description		TYPE	Cha	Decepti		WEAPONS	2•
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int □ Wis□	History [ Insight [		WEAFON	<b>-</b> •
DAMAGE DICE	MISC.	DAMAGE	Cha □		ition ×2½		
	++=[		Int 🗆		ation ×2 ½		
аммо 🔲	<u> </u>		<b>-</b>	Medicin			
WEAPON	REACH	or RANGE DAMAGE	Int □ Wis□	Nature [ Percept		ARMOR:	
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Cha□		ance ×2 ½		
一 DAMAGE DICE	+  +  ==   }	DAMAGE	Cha□	Persuas	ion ×2 1/2	OTHER:	
	+=[		Int 🗆	Religion			
аммо □□		000000	Dex Dex		of Hand ×214		
WEAPON	REACH	or RANGE DAMAGE		Stealth [ Survival			
Description	MAGIC MISC.	ATTACK BONUS					
+	++=[	AT IAON DONOG					
DAMAGE DICE	]	DAMAGE	<b>1</b>				
AMMO 🗆 🗆			╝				
WEAPON							
Description		or RANGE DAMAGE TYPE	-				
PROFICIENCY	MAGIC MISC.	ATTACK BONUS					
DAMAGE DICE		DAMAGE	╣──				
	+ + =		<u> </u>				
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			1				

ARMOR CLASS (AC) Calculations DEX MAGIC MISC.  NO ARMOR + 10 + = =					#	
	DEX A	ARMOR MAGIC MIS	SC. AC	CHARACTER NA		
	RMOR +	++		Age	Gender	╡
Weight □ OM	EDIUM DEX	ARMOR MAGIC MIS	SC. AC	Height	Weight	╡
HIELD	+2 MAX	ARMOR MAGIC MIS	SC. AC	Eyes	Hair	<b>-</b>
<u> Он</u>	EAVY ARMOR	++	SC. +AC	Skin	Handedness	⊒.
Weight □ Osi	HIELD (add to AC)	SHIELD MAGIC MIS		Physical Description		7
rotective l	tems		AC Weight			
		B	Ollus			
						CHARACTER SKETCH
ther Equi	nment			Languages		
ITEM	WT.	ITEM	WT.			
11,6141		11.541		Race		
	X =		X =	Ability Adj.		
	X =		X =	Traits		
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	X =		X =	. I VIIVICIICIES		
	X =		X =	Racial Lang's		
	× _273	79	X =	Background	d	
THE Y	X	III A	X =			
		PAT MARCH 1)	Ĥ	Proficiencies		
	X   X =		X =			
	X =	-017	X =	Equipment		
	X =		X =			
A STATE OF THE STA	Χ =		X =	Bkgnd Lang's		
	X =		X =	Personality	<i>y</i>	
	X =		X =			
	X =		X =	Ideals		
	X =		X =	-		
	X =	Coin Purse				
	1.			Bonds		
	CARRYING ×2	PUSH, DRAG, TO or LIFT	OTAL WEIGHT CARRIED			
festyle	CAFACIIT	Expenses/Day	CARRIED	Flaws		
reasure CF	SP	EPGP	PP			
				Factoria		
				Feature		
				Magic Item:		Attuned
tania Itana.			Attun	ed Magic Item:		Attuned
agic Item:						