CHARACTER				PL	_AYER .			D	UNG	EON	S
CLASS LEVEL				DUNGEONS T)RAGONS							
RACE				AI	LIGNME	NT		' i)	KAG	ON2	ř
PATRON DEITY/RELIGION								CHARAC	TER REC	ORD SH	EET
ORIGIN			RESIDE	NCE					<b>—</b> —		
ABILITY SCORES	TEMP		НП	POIN	ITS		SKILLS	CLASS SKILL	MAX R TOTAL ABILITY R	ANKS = LVL+3	
	RE MOD SCORE	MOD					APPRAISE ■ AUTOHYPNOSIS		WIS		
STRENGTH DEXTERITY	+-		MAX				BALANCE ■		DEX*		
CONSTITUTION	+	$\dashv$ $\vdash$	$\neg$ $\bot$				BLUFF ■		СНА		
INTELLIGENCE	+	DMG I	REDUCTION	CI	URRENT		CLIMB ■ CONCENTRATION ■		STR*	_	$\overline{}$
WISDOM	+		RESHOLD		ALING RATE		CRAFT ■ (	)	INT		
CHARISMA	+	DIE	TYPE(S)				DECIPHER SCRIPT		INT		
			· · · <u>_</u>				DIPLOMACY   DISABLE DEVICE		CHA		
		MOR		AC WHEN	I DTED		DISABLE DEVICE DISGUISE ■		INT		
ARMOR		, Billiens	міsc 1 міsc 2	AC VERSU TOUCH A	IS TTACKS		ESCAPE ARTIST ■		DEX*		
= 10 +	DEX			MISS CHA		Ш	FORGERY ■		INT		
	ARMOR WORN/ADDITIO	ONAL MODIFIERS		MAX DEX BONUS			GATHER INFORMATION  HANDLE ANIMAL		СНА	_	
V				ARMOR C PENALTY ARCANE S		$\vdash$	HEAL =		WIS		
CLASS				FAILURE		$\vdash$	HIDE ■		DEX*		
				SPELL RE	SISTANCE		INTIMIDATE ■		СНА		
SAVI	NG THROW			INI	TIAT	IVE	JUMP ■ KNOWLEDGE (	,—	STR*	_	H
TOTAL	CLASS BASE 1 2 3	MOD ABILITY MA	GIC MISC	TOTAL	DEX	MISC	KNOWLEDGE (	— <u>'</u> ——	INT		
FORTITUDE		CON			DEX		KNOWLEDGE (		INT		
REFLEX		DEX			BASE	MODIFIED		)	INT	_	
WILL		WIS		SPEED			LISTEN ■ MOVE SILENTLY ■		WIS DEX*		
	ATTAC	K ROLL	S		– MODIFIE	D.C.	OPEN LOCK PERFORM (	, =	DEX CHA		
TOTA		5тн 1				sc 1 мisc 2	\ <u></u>		СНА		
MELEE	_5 _10 _15			STR		$\perp$	PERFORM (	)	СНА		
RANGED	-5 -10 -15	<b>⊣</b>		DEX		+	PROFESSION ( PSICRAFT	)	WIS	_	
GRAPPLE	_5 _10 _15	+ +		STR		+	RIDE ■		DEX		
FLURRY OF BLOWS				STR			SEARCH ■		INT		
	ADDITIO	NAL MODIFIERS					SENSE MOTIVE ■		WIS	_	
							SLEIGHT OF HAND SPELLCRAFT		DEX*	_	H
							SPOT ■		WIS		
							SURVIVAL ■		WIS		
							SWIM ■		STR*	_	
	WEA	APONS					TUMBLE USE MAGIC DEVICE		CHA		-
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	USE PSIONIC DEVICE		СНА		
			<u> </u>			<u> </u>	USE ROPE ■		DEX		
NOTES			T		T	T					+
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE					
NOTES											
NOTES	ATT BONUS	DAMACE	T		TVDE	CIZE					
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	ITPE	SIZE					+
NOTES	I										
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE					
W 27.1 314	23,1103	2	- CHITICAL		1	7.25	■ DENOTES SKILL CAN BE USED UNTRA	PROFICIENO		PLIES (DOUBLE F	OR SWIM)
NOTES	1						WEAPONS: SIMPLE MARTIAL	ARMOR: LI		M HEAVY	SHIELDS
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE					
NOTES											

ITEM		OCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	W1		
									<u> </u>		
					1				┝		
									┢		
CURRENT LO	OAD						TOTAL WEIGHT CARRIED				
MOVEM	NENT & LI	FTING		EXPERIE	NCE		MONEY & (	GEMS			
	WALK	HUSTLE	RUN	TOTAL EXPERI	ENCE		CP —				
OVEMENT	- BASE SPEED -2	Y BASE SPEED -	4 × BASE SDEED								
= BASE SPEED = 2 x BASE SPEED = 4 x BASE SPEED LIFT OVER HEAD LIFT OFF GROUND PUSH OR DRAG			XPS NEEDED FOR N	NEXT LEVEL		SP					
LIFTING  = MAX LOAD = 2 × MAX LOAD = 5 × MAX LOAD		I AAICIIA	CEC	GP —							
LOAD CAPAC		K ENC PEN	RUN	LANGUA	GES		1				
IGHT CAPAC		+	NORMAL				PP —				
EDIUM	+3	-3	×4				GEMS —				
HEAVY	+1	-6	×3				GEMIS —				

SPELLS			SP	ELLS,	POW	ERS &	LMAGIC	ITE.	MS				
SPELL LEVEL SPELLS BONUS SAVE DC PER DAY SPELLS	# SPELLS KNOWN												
0 0						_							
1st						_							
						<b>                                    </b>							
2ND						<b>                                    </b>							
3RD						-							
4тн						_							
5тн						4							
6тн						$\dashv \vdash$							
7тн						$\dashv \vdash$							
8тн						$\dashv$							
9тн						$\dashv \vdash$							
SPELL SAVE — MODIFIERS —	'					$\dashv \vdash$							
DC MOD ABILITY MISC						$\dashv$ $\vdash$							
= 10 +						$\dashv$							
SCHOOL OF SPECIALIZATION						$\dashv$							
PROHIBITED SCHOOLS						<b></b>							
PSIONICS													
POWER — BONUS POINTS — POINTS LEVEL ABILITY MISC													
=													
CURRENT POWER POINTS													
						4							
						<b> </b>							
						$\dashv \vdash$							
PRIMARY DISCIPLINE						$\dashv \vdash$							
						$\dashv \vdash$							
POWER SAVE — MODIFIERS — DC MOD ABILITY MISC						$\dashv$ $\vdash$							
= 10 +						$\dashv$							
POWERS MAX POWE	. — —					$\dashv$							
KNOWN LEVEL KNOW						$\dashv$							
TURN UNDEAD						٦t							
	DIFIERS ————————————————————————————————————												
TIMES/DAY = 3 + CHA													
CHECK = CHA													
<b>DAMAGE</b> + 2d6 = CHA													
MOST POWERFUL UNDEAD AFFECTED (HIT E	DICE)												
0 OR LESS 1-3 4-6 7-9 10-12 13-15 16-	<del></del>												
_4 _3 _2 _1 _+1 _+2	2 +3 +4					L							
LEVEL	HENCH	MEN/AN	IIMAL	COM	IPANI	ONS							
NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
	,	·											
NOTES													
NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	СНА
NOTES													
NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
NOTES	, , , , , , , , , , , , , , , , , , ,								1				
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
NOTES		<u> </u>							<u> </u>				
NOTES													

## **CHARACTER DESCRIPTION**

CHARACTER NAME	AGE		SEX
DESCRIPTION	BIRTH DATE		SIZE
	HEIGHT		WEIGHT
	HAIR		EYES
	SKIN		HANDEDNESS
PERSONALITY		CH	ARACTER SKETCH
CHARACTER TRAITS			
CHARACTER FLAWS			
BLOODLINE			
BLOODLINE			
CONTACTS/FRIENDS			
ENEMIES			
QUOTE(S)			
WILL			
BACKGROUND & NOTES			
	CTED CLIEFT V2 26 7/04	MIIDDIN	RISHMAN PRODUCTION • WWW.MAD-IRISHMAN.NFT
	LIEK SHEEL V/./D //U4 BY DATDICK	MURPHY • A MAD I	RISHIMAN PRODUCTION • WWW MAD-IRISHMAN NET

DATE CREATED

DM/CAMPAIGN

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