CHARACTER		DLAVED			
ARACTER PLAYER ASS LEVEL			<u> </u>	न न न न	
RACE		ALIGNMENT	<u> </u>	在門在軍人	
PATRON DEITY/RELIGION		- ALIGNMENT			
REPUTATION		ACTION POINTS		CHARACTER REC	ORD SHEET
ABILITY SCORES	HIT PO	OINTS	SKIĹĹS		RANKS = LVL+3(/2) RANKS MISC 1 MISC 2 MISC 3
STRENGTH DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA ARMOR ARMOR ARMOR WORN/ADDITIONAL M	DIE TYPE(S) OR AC NATURAL MISC 1 MISC 2 MI MABORITHMESHOLD AC FLI MABORITHMESHOLD MI MABORITHMESHOLD MABORITHMESHO	CURRENT HEALING RATE WHEN AT-FOOTED VERSUS JUCH ATTACKS JISS CHANCE AX DEXTERITY NUS MOR CHECK	APPRAISE BALANCE BUFF CLIMB CONCENTRATION CRAFT (DECIPHER SCRIPT DIPLOMACY DISABLE DEVICE DISGUISE CESCAPE ARTIST FORGERY CATHER INFORMATION HANDLE ANIMAL HEAL CONCERT COMMENTS CONTROLLED	INT DEX* CHA STR* CON INT INT CHA INT CHA DEX* INT INT CHA DEX* INT CHA CHA	
CLASS	AR' FAI	NALTY CANE SPELL ILURE SELL RESISTANCE	HIDE ■ INTIMIDATE ■ JUMP ■	DEX* CHA STR*	
SAVING THROWS CLASS BASE TOTAL 1 2 3 4 AI	MODIFIERS	INITIATIVE	KNOWLEDGE (KNOWLEDGE () INT) INT) INT	
FORTITUDE			KNOWLEDGE () INT	
REFLEX		BASE MODIFIED	LISTEN MOVE SHENTLY	WIS DEX*	
WILL	SPI	EED	MOVE SILENTLY ■ OPEN LOCK	DEX	
ATTACK I MULTIPLE ATTACKS TOTAL 2ND 3RD 4TH 51	CLASS BASE -	MODIFIERS ————————————————————————————————————	PERFORM () CHA) CHA) CHA	
MELEE			PROFESSION () WIS	
RANGED			RIDE ■	DEX	$\overline{}$
GRAPPLE			SEARCH ■ SENSE MOTIVE ■	INT	- - -
FLURRY OF BLOWS			SLEIGHT OF HAND	DEX*	- - -
ADDITIONAL MO	DDIFIERS		SPELLCRAFT	INT	
			SPOT ■	WIS	
			SURVIVAL ■ SWIM ■	WIS STR*	
			TUMBLE	DEX*	
			USE MAGIC DEVICE	СНА	
WEAPO	ONS		USE ROPE ■	DEX	-
WEAPON ATT BONUS DA	MAGE CRITICAL RAI	NGE TYPE SIZE			
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WEAPON ATT BONUS DA	MAGE CRITICAL RAI	NGE TYPE SIZE			- - -
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WEAPON ATT BONUS DA	MAGE CRITICAL RAI	NGE TYPE SIZE			$\overline{}$
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	MAGE CRITICAL RAI	NGE TYPE SIZE		NTRAINED — * ARMOR CHECK PENALTY AP	
NOTES			WEAPONS: SIMPLE MARTIAL	L ARMOR: 🗖 LIGHT 🗖 MEDII	JM THEAVY SHIELDS
WEAPON ATT BONUS DA	MAGE CRITICAL RAI	NGE TYPE SIZE			
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				EQUIPMEI	NT						
ITEI	M LO	CATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT		
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									_		
CURRENT	T LOAD						TOTAL WEIGHT CARRIED		느		
MOVE	MENT AND LIF	TING		EXPERIENCE			MONEY AND GEMS				
OVEMENT			RUN	TOTAL EXPERIENCE			CP —				
IFTING	= BASE SPEED = 2 × B/ LIFT OVER HEAD LIFT OFF		OR DRAG	XPS NEEDED FOR NEXT LEVEL			SP —				

XPS NEEDED FOR	JSH OR DRAG	FF GROUND PI	HEAD LIFT OF	LIFT OVER	LIFTING
ĹANGU	5 × MAX LOAD	MAX LOAD =	OAD =2x	= MAX I	
	RUN	ENC PEN	MAX DEX	CAPACITY	LOAD
	NORMAL	NORMAL	NORMAL		LIGHT
	×4	-3	+3		MEDIUM
	×3	-6	+1		HEAVY

SPECIAL ABILITIES AND FEATS

SPELLS				SPI	ELLS A	ND MA	AGIC ITE	MS					
	# SPELLS KNOWN												
0 0													
1st													
2ND													
3RD													
4тн	!					 -							
5тн													
6тн													
7тн													
8тн													
9тн													
SPELL SAVE — MODIFIERS —						\dashv							
DC MOD ABILITY MISC						— -							
= 10 +													
SCHOOL OF SPECIALIZATION													
PROHIBITED SCHOOLS						\dashv							
TROTTIBLES SCHOOLS													
						_							
													
TURN UNDEAD													
	VEL MISC												
TIMES/DAY = 3 +						\dashv							
снеск =													
DAMAGE + 2d6 =						\dashv							
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		MEN AND					1						
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
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NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
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NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
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NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	ATK	STR	DEX	CON	INT	\X/1¢	СНА
NAME	RACE/CLASS	HD/LVL	nr nr	INII	J SPD	AC	AIK	SIR	DEX	CON	TINT	w12	СПА
NOTES	<u> </u>	I	<u> </u>	<u> </u>	<u> </u>		<u> </u>	1					

CHARACTER DESCRIPTION

CHARACTER NAME	AGE		SEX
DESCRIPTION	BIRTH DATE		SIZE
	HEIGHT		WEIGHT
	HAIR		EYES
	SKIN		HANDEDNESS
PERSONALITY		СН	ARACTER SKETCH
CHARACTER TRAITS			
CHARACTER FLAWS			
BLOODLINE			
BLOODLINE			
CONTACTS/FRIENDS			
ENEMIES			
QUOTE(S)			
WILL			
BACKGROUND AND NOTES			
DAGROROGID AND NOTES			
DIMESANS & DRACANS CHARAM	CTER SHEET V2.26 7/04 BY DATE:	CK MURPHY • A MAD	IRISHMAN PRODUCTION • WWW MAD-IRISHMAN NET

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