## CHARACTER INFORMATION:

Character's Name:				I	Race:	. DUN	GEONS
Player's Name:				Reli	gion:		
Alignment:	Sex:	Age:	Ht:	Wt:	Size:		GONS
Homeland:			Hair:		Eyes:	By: Daniel Riv	era & Stan Clark
ABII ITA	Y SCORES		CLASSES	IVI	SAVI	NGTHROWS	MISC

ADILITI SCORES								
-	Score	Mod	Tmp	Mod				
STR								
DEX								
CON								

INT WIS CHA

	CLASSES	LVL
I:		
2:		
3:		
4:		
5:		
	cial Modifier	
Ef	fective Level	

	SAV	ING TH		N	۸IS	С		
Туре		Total	Class	Ability	Misc	Initiative		
Fortitude	(Con)					Max Pres		
Reflex	(Dex)					Max Lift	Max Lift	
Will	(Wis)					Max Pull		
	Special S	Save Modi	ifiers		Curre	ent XP	XI	Penalty

r

#### **ARMOR & PROTECTION**

### ENCUMBRANCE / MOVEMENT

Armor Worn	Move	Туре	AC	MDex	Spell	Check	Wt.		Encu.	Wt.	Dex	Check	Run	Move	Speed
									Light			0	x4	30	
									Mod		+3	-3	x4	20	Enc
	•	Total:							Heavy		+I	-6	x3	20	
Armor Class =	Dex Na Shieldle		flect N Touch	Aisc Si Force A	.C	H	Γ POIN	VTS		Special A Special D					
Total bonus Melee Attacks:	BAB	5	itr S	Size M	lisc	М	issile Atta	acks:		bonus	B	AB	Dex	Size	Misc
Weapon	Attack	Bonuses		Critical		Damage	Ra	inge	Wt.	Size	Туре		Special I	roperties	

SKILL	Total	Rank	Abil	Misc	SKILL	Total	Rank	Abil	Misc	FEATS
Appraise					Craft:					
Balance*					Craft:					
Bluff					Perform:					
Climb*					Perform:					
Concentration					Trained Only	Total	Rank	Abil	Misc	
Diplomacy					Decipher Script					
Disguise					Disable Device					
Escape Artist*					Handle Animal					
Forgery					Open Lock					
Gather Information					Sleight of Hand					
Heal					Spellcraft					
Hide *					Tumble*					
Intimidate					Use Magic Device					
Jump *					Knowledge: <u>Arcana</u>					
Listen					Knowledge: <u>Engineering</u>					LANGUAGES
Move Silently *					Knowledge: <u>Dungeoneering</u>					
Ride					Knowledge: <u>Geography</u>					
Search					Knowledge: <u>History</u>					
Sense Motive					Knowledge: <u>Local</u>					
Spot					Knowledge: <u>Nature</u>					
Survival					Knowledge: <u>Nobility</u>					
Swim					Knowledge: <u>Religion</u>					
Use Rope					Knowledge: <u>Planes</u>					
* = armor check / er	cumbranc	e penalties	s apply		Profession:					Total Skill Points

#### SPECIAL ABILITIES

Racial:	Class:	Other:

### EQUIPMENT

Container	Qty.	Used	Wt.	Container	Qty.	Used	Wt.	Items	Wt.
Potion Belt				Backpack				Armor & Shield	
				Rations				Weapons	
								Backpack	
								Potion Belt	
Bandoleer								Bandoleer	
								Quiver	
								Traveler's Outfit	
Quiver				Saddlebags					
								Coins, gems, jewelry	

Grand Total Weight:

### WEALTH

	Cash	Gems
PP		
GP		
SP		
CP		

#### MISC VALUABLES

# MISC MAGIC ITEMS


POTION BELT	

## CONSUMABLE MAGIC (Scrolls, Wands, etc)

				· · · · · · · · · · · · · · · · · · ·	
Potion belts h	old 6 vial	s, MW potion belts hold 10.	Scroll org	zanizers hold 15 scrolls.	

#### MAGIC ITEMS & LOCATIONS

Armor	Belt	
Cloak	Bracers	
Helm	Gloves	
Goggles	Boots	
Necklace	Ring	
Vest	Ring	

# SPELLS / DAY

Spell level	0	Ι	2	3	4	5	6	7	8	9+
Class										
Bonus										
Ability Mod										
Total										
Spell DC:		+ spell l	vl							

			Misc Info:	portrait
Lv.	GP	XP		