nakacter	Player Name		Or amil as o	
Race	 Class	Level	CASTLES &	X
Alignment	Religion		PHISADE	₽®
Origin			MUSAULI	<u></u>
ATTRIBUTES			PORTRAIT	
DIE RACIAL MISC SCORE ROLL BONUS BONUS M	CHALLENGE MODIFIER PRIMARY BASE	SAVING THROWS		
STR STRENGTH		Paralysis & Constriction		
DEX DEXTERITY		Breath Weapon & Traps		
CON CONSTITUTION	Dís	sease, Energy Draín 🔗 Poison		
INT INTELLIGENCE		Arcane Magíc & Illusion		
WIS WISDOM	Dívine	Magic, Confusion, Gaze Attack, Polymoкph & Petrification		
CHA CHARISMA		eath Attack, Charm & Fear		
		<u> </u>		
	MISC MISC	DEX STR MISC MISC		
ARMOR SHIELD BONUS B	ONUS BONUS GRAPPLING AC GRAPPLING AC	BONUS BONUS BONUS BONUS		
Armor Worn	GRAPPLING AC Touch	10+		
AC ARINGR WORK	TOUCH AC			
HIT POINTS CURRENT	COMBAT A	DJUSTMENTS		
HP DIE TYPE				
WEAPONS				
# OF ATTACK	BtH ATTR MAGIC MISC DNUS BONUS BONUS DAI	DAMAGE STR MAGIC MISC BONUS BONUS BONUS BONUS	RANGE NOTES	
]	
]	
Ammunition		Ammunition		
Ammunition		Ammunition		
		a b vI vmvco	SPELLS	
RACIAL ABILITIES	CLASS	ABILITIES		BONUS
			O PER DAY PER DAY SI	PELLS
				=
			1st	
			2nd	
			3rd	
			4th	
			5th	
			6th	
			7th	
			8th	
			9th	\neg

EQUIPMENT	1			1	F1.6			1	- T16
	Location EV			Location	EV			Location	EV
ENCUMBRANCE	STR	MISC BONUS	REASURE &	OTHER I	POSSE	SSIONS	EXPER	IENCE -	
	10+	BONUS							
CURRENT LOAD ER WEIG MULT ALLOW	GHT MOVE MOVEN VANCE MULT RAT	ENT AGNOR							
-/ 1									
Light 1-2×	1	-1							
Moderate 2-3×	1/2	-2							
☐ Heavy 3-4x	1/4	-4							
☐ Overburdened 4-5×	1'	-8							
							Tables	TA CITC	
MAGIC ITEMS							LANGI	IMGES	
DESCRIPTION		General Ap	neavance			Personality			
APPARENT		-							
						-			
DATE OF BIRTH Hair		_							
Eyes									
NOTES									
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