CHARACTER		PLAYER		- DUNGE	EONS					
CLASS	LEVEL				H)RAGONS					
RACE		ALIGNME	NT		シハテ					
PATRON DEITY/RELIGION				 CHARACTER RECO 	RD SHFFT					
ORIGIN	RESIDE	NCE		CIDAOCIERAECO	AO STILLT					
ABILITY SCORES		POINTS	SKILLS		NKS = LVL+3(/2) NKS MISC 1 MISC 2 MISC 3					
	MOD		ALCHEMY ANIMAL EMPATHY	CHA	+++					
STRENGTH	_		APPRAISE ■	INT	 					
DEXTERITY	MAX		AUTOHYPNOSIS	WIS						
CONSTITUTION	$-$ \square		BALANCE ■	DEX*	+					
NTELLIGENCE WISDOM	DAMAGE REDUCTION	CURRENT	BLUFF ■ CLIMB ■	CHA STR*	+++					
CHARISMA	DIE TYPE(S)	CORRENT	CONCENTRATION	CON	 					
CHARISIMA	DIE 117E(3)		CRAFT ■ () INT						
AR	MOR	AC WHEN FLAT-FOOTED	DECIPHER SCRIPT DIPLOMACY ■	INT	+++-					
1 D 1 1 C D	DIFIERS ————————————————————————————————————	AC VERSUS TOUCH ATTACKS	DISABLE DEVICE	INT	+++					
= 10 + DEX		MISS CHANCE	DISGUISE ■	СНА						
ARMOR WORN/ADDITIO	NAL MODIFIERS	MAX DEXTERITY BONUS	ESCAPE ARTIST ■	DEX*						
		ARMOR CHECK PENALTY	FORGERY ■ GATHER INFORMA	ATION CHA	+++-					
CLASS		ARCANE SPELL FAILURE	HANDLE ANIMAL	CHA	+++					
		SPELL RESISTANCE	HEAL ■	WIS						
SAVING THROW	S	INITIAT	IVE HIDE ■	DEX*	+					
CLASS BASE TOTAL 1 2 3 4	MODIFIERS	TOTAL DEX	INNUENDO MISC INTIMIDATE ■	WIS	+++					
FORTITUDE	CON	DEX	INTUIT DIRECTION	- 1 1 - 1						
REFLEX	DEX	BASE	MODIFIED JUMP ■	STR*						
WILL	WIS	SPEED	KNOWLEDGE () INT	+					
ATTAC	K ROLLS		KNOWLEDGE () INT	 					
MULTIPLE ATTAC	CKS CLASS BASE	MODIFIE	\ <u> </u>) INT						
TOTAL 2ND 3RD 4TH MELEE -5 -10 -15	5TH 1 2 3	4 ABILITY SIZE MI	LISTEN ■	WIS DEX*	+++-					
RANGED -5 -10 -15	1	DEX	MOVE SILENTLY ■ OPEN LOCK	DEX	+++					
GRAPPLE -5 -10 -15		STR	PERFORM ■ () СНА						
MONK UNARMED -3 -6 -9	-12	STR	PICK POCKET	DEX*	+++-					
ADDITION	IAL MODIFIERS		PROFESSION (PSICRAFT	J INT	+++					
			READ LIPS	INT						
			RIDE ■	DEX	+++-					
			SCRY ■ SEARCH ■	INT	+++					
			SENSE MOTIVE ■	WIS						
WEA	NPONS		SPELLCRAFT	INT						
WEAPON ATT BONUS	DAMAGE CRITICAL	RANGE TYPE	SIZE STABILIZE SELF	WIS	+					
			SWIM ■	STRŢ						
NOTES			TUMBLE	DEX*	+					
WEAPON ATT BONUS	DAMAGE CRITICAL	RANGE TYPE	SIZE USE MAGIC DEVIC	- 1 1 1	+++-					
		<u> </u>	USE ROPE ■	DEX	 					
NOTES			WILDERNESS LORI	₩IS						
WEAPON ATT BONUS	DAMAGE CRITICAL	RANGE TYPE	SIZE		+++-					
NOTES										
WEAPON ATT BONUS	DAMAGE CRITICAL	RANGE TYPE	SIZE							
All Bollos	ZAMA CRITICAL		■ CAN BE USED WITH 0 R	ANKS — * ARMOR CHECK PENALTY APPLIES — PROFICIENCIES	·†–1 per 5 lbs. of gear					
NOTES			WEAPONS: SIMPLE		□ HEAVY □ SHIELDS					
WEAPON ATT BONUS	DAMAGE CRITICAL	RANGE TYPE	SIZE							
WEAPON ATT BONUS	DAMAGE CRITICAL	RANGE TYPE	SIZE							

EQUIPMENT

						EQUIPME	1 / 1				
	ITEM		LOCATI	ON	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
	CURRENT LOAD								TOTAL WEIGHT CARRIED		
								1			
1	MOVEMEN	T & I	LIFTIN	1G		EXPERIEN	ICE		MONEY & 0	GEMS	
		ALK	HUSTLE	,R	RUN	TOTAL EXPERIE	NCE		CP —		
MOVEMEN			Ļ	J Ļ							
			= 2 × BASE SPEED			XPS NEEDED FOR N	FXT FVFI		SP —		
LIFTING				\sqcap		XI 3 NEEDED TOK N	LXI LLVLL				
	= MAX	LOAD	= 2 × MAX LOAD	= 5 × N	MAX LOAD	HIT POINTS BY	1.57/51		GP —		
LOAD	CAPACITY	MAX [DEX ENC P	EN R	UN	HII POINTS BY	LEVEL				
LIGHT		NORN	MAL NORM	IAL NO	RMAL				PP —		
MEDIUM		+3	3 –3		×4				GEMS —		
HEAVY		+1	-		×3				GEWI3		
									I A NG I A	GFS	
									LANGUA	GES	
1									1		

SPELLS			SPI	ELLS,	POW	ERS &	MAGIC	ITE	MS				
	S # SPELLS KNOWN		SPI	ELLS,	POW	ERS &	MAGIC	ITE	MS				
TURN UNDEAD						$\dashv \vdash$							
TIMES/DAY = 3 + CHA CHECK = CHA DAMAGE = 2d6 + CHA	DIFIERS ————————————————————————————————————												
PSIONICS # powers													
KNOWN KNOWN	OWER POINTS					$\dashv \vdash$							
0 5тн	_												
1st 6th 2nd 7th						4							
300 9711	FREE												
4TH 9TH	MANIFESTATIONS					\dashv							
PSIONIC COMBAT													
1D20 + DC MOD + ABILITY MOD ATTACKS EGO ID MIND	MIND PSYCHIC					4							
ATTACKS WHIP INSIN BLAST DEFENSES ABILITY DEX STR CHA	THRUST CRUSH INT WIS					$\dashv \vdash$							
■ EMPTY MIND +1 -2 +3	-3 -5					\dashv							
☐ INTELLECT FORTRESS —2 +1 +0	+6 +4												
MENTAL BARRIER -1 +4 -3	+1 +3												
THOUGHT SHIELD -4 -1 -2 TOWER OF IRON WILL $+3$ $+0$ -1	+4 +2 +5 -3					$\dashv \vdash$							
NONPSIONIC -8 -9 +4	-8 -8					\dashv							
FLAT-FOOTED/POWERLESS +8 +7 +8	+8 +8												
	HENCH	MEN/AN	IIMAL	COM	IPANI	ONS							
NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
NOTES				=				l		1			
NAME	RACE/CLASS	HD/LVL	HP	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	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	СНА
NAME	RACE/CEASS	110/11	1117	11811	350	1	AIR	JIK	25.	CON	1111	W 13	CITA
NOTES	1						•						

CHARACTER DESCRIPTION

CHARACTER NAME	AGE	SEX
DESCRIPTION	BIRTH DATE	SIZE
	HEIGHT	WEIGHT
	HAIR	EYES
	SKIN	HANDEDNESS
PERSONALITY	С	HARACTER SKETCH
QUOTE(S)		
CONTACTS/FRIENDS		
ENEMIES		
BACKGROUND & NOTES		
NUMEROUS & DESCRIPTION OF THE PROPERTY OF THE	DACTED SHEET V2 2 8/03 BY DATBICK MIRROW	D IRISHMAN PRODUCTION • WWW.MAD-IRISHMAN.NET
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