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				A	lignmer	nt			N. A.	ill for	1	
			D +1					CHARA	CTER I	RECOR	D SHE	EΤ
Origin			Residen						_	-		
ABILITY SCORES	TEMP	TEMP	HIT	POIN	TS		SKILLS	CLASS SKILL			KS = LVL+3	3(/2) MISC 2 MISC 3
SCORE		MOD	— r				Appraise ■		_	INT	 	
STRENGTH	\perp						Autohypnosis Balance ■		_	WIS EX*	+-	+
DEXTERITY	$\dashv \vdash \vdash$		MAX				Bluff ■		_	CHA	+-	
CONSTITUTION	$\dashv \vdash \vdash$	— Г	\neg \bot				Climb ■		S	TR*		
INTELLIGENCE	$\dashv \vdash \vdash$	_	AMAGE UCTION				Concentration ■	, —	_	CON	—	igwdown
WISDOM	$\dashv \vdash \vdash$		_	С	URRENT		Craft ■()	_	INT	+-	+
CHARISMA		Die	Type(s)				Diplomacy ■		_	CHA	+	
	ΔR	MOR		AC WHEN			Disable Device			INT	土	
4.D3.4.0.D	MOI	DIFIERS —		AC VERSU	S	\vdash	Disguise ■		(CHA	\bot	
		SIZE NATURAL	misc 1 misc 2	TOUCH AT		\vdash	Escape Artist ■ Forgery ■		-	EX*	+-	-
= 10 +	ARMOR WORN/ADDITION	MAI MODIFIEDS		MAX DEXT BONUS		\vdash	Gather Information ■		_	INT CHA	+-	
	ARMOR WORLV ADDITION	NAL WODIFIERS		ARMOR CH PENALTY		\vdash	Handle Animal		(CHA		
CLASS				ARCANE SI FAILURE		\vdash	Heal ■			WIS	\bot	
CLASS				SPELL RESI	STANCE		Hide ■ Intimidate ■		_	EX*	$+\!-$	\vdash
				l			Jump ■		_	CHA TR*	+-	
SAVINO	G THROWS	MODII	FIEDS	JN	ITIATI	VE	Knowledge ()	-	INT	+	
TOTAL 1	2 3 4	ABILITY MAG		TOTAL	DEX	MISC	Knowledge ()		INT	\bot	
Fortitude		CON			DEX		Knowledge (Knowledge (_	INT	$+\!-$	\vdash
Reflex		DEX	\perp		BASE	MODIFIED	Listen Listen)	_	INT	+	
Will		WIS		Speed			Move Silently ■		_	EX*	土	
	ATTAC	K ROLLS					Open Lock		_	DEX	\bot	
TOTAL	MULTIPLE ATTACK		CLASS BASE 2 3	4 ABILITY	- MODIFIERS		Perform (Perform (_	CHA CHA	+-	+
Melee	-5 -10 -15	1		STR			Perform (— <u>'</u> ——	_	CHA	+-	
Ranged	-5 -10 -15	1		DEX			Profession(,	WIS	工	
Grapple	-5 -10 -15	1		STR			Psicraft			INT		$\vdash \vdash$
Flurry of Blows				STR			Ride ■ Search ■		_	DEX	$+\!-$	+-+-
	ADDITION	AL MODIFIERS					Sense Motive ■		_	WIS	+-	
							Sleight of Hand		D	EX*	\perp	
							Spellcraft		_	INT	+-	\vdash
							Spot ■ Stabilize Self		_	WIS	$+\!-$	$\vdash\vdash$
							Survival ■		-	WIS	+-	
	WEA	PONS					Swim ■		S	TR*	\perp	
Weapon	Att Bonus	Damage	Critical	Range	Туре	Size	Tumble		_	EX*	+-	\vdash
,, capori	THE BOILES	Zamage	Gricioni	ruinge	1/10		Use Magic Device Use Psionic Device		_	CHA CHA	+-	
Notes							Use Rope ■		_	DEX	+	
Weapon	Att Bonus	Damage	Critical	Range	Туре	Size				工	\bot	
									₩	+	+	$\vdash\vdash\vdash$
Notes									H	+	+	+-+-
Weapon	Att Bonus	Damage	Critical	Range	Type	Size				土	土	
									igwdapsilon	+	$+\!\!-$	+-
Notes									$\vdash \vdash$	+	+-	++-
Weapon	Att Bonus	Damage	Critical	Range	Туре	Size	■ DENOTES SKILL CAN BE USED UNTRAIL			IALTY APP	LIES (DOUI	BLE FOR SWIM)
N.				<u> </u>			_	Proficienc				
Notes	I A D	D		I D			WEAPONS: SIMPLE MARTIAL	ARMOR: 🖵 Lie	GHT □ 1	∧EDIUM	☐ HEAVY	/ SHIELDS
Weapon	Att Bonus	Damage	Critical	Range	Туре	Size						
Notes												
11000		шш		\sqcup		\Box						

EQUIPMENT

				EQUIPME	TNT				
Ite	em	Location	Wt	Item	Location	Wt	Item	Location	Wt
Curren	it Load						Total Weight Carried		
					1		•		
MOV	/EMENT & 1	LIFTING		EXPERIEN	ICE		MONEY &	. GEMS	
	WALK	HUSTLE	RUN	Total Experie					
Movement				Total Experie			CP —		
		= 2 × BASE SPEED = 4	× BASE SPEED				SP—		
T	LIFT OVER HEAD	LIFT OFF GROUND PUSI	H OR DRAG	XPs Needed For N	ext Level		31 —		
Lifting							GP —		
		= 2 × MAX LOAD = 5		Hit Points By	Level				
			Run				PP —		
Light			Vormal						
Medium	+	3 -3	×4				Gems —		
Heavy	+	1 –6	×3						
				SPECIAL ABILITIE	S & FEATS	•			
						1			
			-						
							LANGUA	AGES	
		<u> </u>			<u> </u>				

SPELLS			S	PELLS,	POW	ERS &	MAGIC 1	ITEN	IS				
Spell Save DC Level Per Day Spells Spells 0 0 0 1st 0 0 1st 0 0 3rd 0 0 4th 0 0 5th 0 0 7th 0 0 8th 0 0 Spells Bonus Spells Per Day O 0 0 1st 0 0 And 0 0 Spells Per Day Spells Bonus Spells O 0 0 1st 0 0 1st 0 0 Ath 0 0 0 Ath 0 0 0 Ath 0 0 0 Ath 0 0 0 Spells Save DC Mod 0 0 ABILITY MISC	# Spells Known												
= 10 +						\dashv							
TURN UNDEAD													
Times/Day = 3 + CHA Check = CHA Damage = 2d6 + CHA													
PSIONICS # Payrage # Payrage						$\dashv \vdash$							
# Powers Level # Powers Level Powers Known	wer Points					\dashv							
0 5th	-					I L							
1st 6th 2nd 7th						_							
3rd 8th	FREE					\dashv							
4th 9th	ANIFESTATIONS												
Psionic Combat													
1D2O + DC MOD + ABILITY MOD ATTACKS EGO ID MIND BLAST T	MIND PSYCHIC THRUST CRUSH					$\dashv \vdash$							
DEFENSES ABILITY DEX STR CHA	INT WIS					\dashv							
■ EMPTY MIND +1 -2 +3	-3 -5												
INTELLECT FORTRESS -2 +1 +0 MENTAL BARRIER -1 +4 -3	+6 +4 +1 +3					\dashv							
☐ MENTAL BARRIER −1 +4 −3 ☐ THOUGHT SHIELD −4 −1 −2	+4 +2					\dashv							
TOWER OF IRON WILL +3 +0 -1	+5 -3												
NONPSIONIC -8 -9 +4	-8 -8					$\dashv \vdash$							
FLAT-FOOTED/POWERLESS +8 +7 +8	+8 +8			• • • • •		L							
Name	Race/Class	HD/Lvl					Α.1	C	D.	C	I	Wis	C1
Name	Race/Class	HD/LVI	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	W1S	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Ivanie	Nace/Class	11D/LVI	пр	11111	Spu	AC	ALK	SII	Dex	COII	1111	w is	CHa
Notes													

CHARACTER DESCRIPTION

Character Name			Age	Sex
Description			Birth Date	Size
-			Height	Weight
			Hair	Eyes
			Skin	Handedness
Personality			•	Character Sketch
				
				
				
Quote(s)				
Contacts/Friends				
Enemies				
	P.A.C	KGROUND & NOTES		
	DAC	KOKOOND & NOILS		
D . C . 1	DM/O :	SCARRED LANDS CHAR	RACTER SHEET V2.2 8/03 BY PATRICK MURPHY	• A MAD IRISHMAN PRODUCTION • WWW.MAD-IRISHMAN.NE
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