				SALL WALL			September 1	
Character		Player			MI	INC	FA	NIS
Race								
Class		Level					GO	NS
Paragon Path					CILADA	ATEN N	raann	CHEPT
Patron Deity/Religion		Action Poir	nts		CHARA	CTER R	ECORD	SHEET
ABILITY SCORES		HIT POINTS	2	SKILLS	во	IUS ABIL ½ I	VL TRAINED MISC	1 MISC 2 ARM
TOTAL BASE RACE LEVEL MISC	ABILITY MODIFIER	BLOODIED SURGE VALUE	SURGES/DAY	Acrobatics	DEX	100		-
STR STRENGTH				Arcana	INT			N/A
CON	мах нр	=½ нр =¼ нр		Athletics	STR		3 - 3	
DEX DEXTERITY	i <b>i</b> I			Bluff	СНА	_(		N/
INT	i <b>m</b> I			Diplomacy Dungeoneeri	ng wis			N/
	<b>   </b>	3,3	SURGES	Endurance	CON			
WIS WISDOM			SECOND WIND	Heal	wis			N/
CHARISMA	CURREN	NT HP TEMP HP		History	INT	_		N/
	DEFENSES		5	Insight Intimidate	CHA	-		N/
DEFENSE ½ LVL ARMOR/ABILITY CLASS	FEAT ENH MISC MISC	SPECIAL DEFENSI	ES	Nature	INT			N/
AC 10 +				Perception	wis			N/
FORT 10 +				Religion	INT	_		N/
REF REFLEX 10 +				Stealth Streetwise	CHA			N/
WILL 10+		<b>i</b>		Thievery	DEX			
WILLPOWER								
TOTAL BASE ARMOR ITEM MISC	MISC TOTAL	DEX ½ LEVEL FEAT	MISC MISC					
SPEED IN SQUARES	INIT		-,30	Passive Ins	ight	Passiv	e Percept	ion
SPECIAL MOVEMENT	CONDITIONAL MODIFIE	ERS		SPECIAL SENSES				
ATTACK (I	DEFENSE) ATTACK 1/2 LVL ABI	ILITY CLASS PROF FEAT	ENH MISC	DAMAGE BON	US ABILITY FE		MISC MISC	RANGE
	vs.		7.2			<del>                                      </del>		
NOTES			W. Jacobson					
	vs.							
NOTES								
	vs.						8 8 2	
NOTES								
	vs.							
NOTES								
		COMBAT MODIFIERS						
					<u> </u>			
	FEAT	S & SPECIAL	FEATU	IRES		8.3		
	The first of the second							
	Harris Harris Harris							

EQUIPMENT										
ltem	Location	Wt	ltem		Location	Wt	Item	Location	Wt	
The State of the S	RING				ARMOR			RING		
					NECK					
		70.7			HEAD ARMS					
			19112		HANDS					
					WAIST					
					FEET					
The same of the sa										
Current Load							Total Weight Carrie	ed	•	
Normal Load (= 10	x STR)		Heavy Load	(= 20	x STR)		Max Drag Load	$(= 50 \times STR)$		
LANGUAC	GES	2	EXP	ERIEN	ICE	2	MONEY & OI	HER WEAL	THE	
			Section 1	TAL EXPERIENCE						
58										
			XPS NEE	EDED FOR NEXT I	LEVEL					
			PC	OWER	S				3	
	E	NC DAILY				ENC DAILY			ENC DAILY	
LEVEL & KEYWORDS			LEVEL & KEYWORDS		-		LEVEL & KEYWORDS			
TYPE & RANGE			TYPE & RANGE				TYPE & RANGE			
EFFECTS			EFFECTS				EFFECTS			
SPECIAL	E	NC DAILY	SPECIAL		1	ENC DAILY	SPECIAL	199 197 - 196	ENC DAILY	
LEVEL & KEYWORDS			LEVEL & KEYWORDS				LEVEL & KEYWORDS	707 (Ta) - Ta		
TYPE & RANGE			TYPE & RANGE				TYPE & RANGE			
EFFECTS			EFFECTS			EFFECTS				
SPECIAL		NC DAILY	SPECIAL			ENC DAILY	SPECIAL		ENC DAILY	
LEVEL & KENNADOS	E	NC DAILY	LEVEL & VENEZUES			ENC DAILY	LEVEL & KENNISSES		ENC DAILY	
TYPE & RANGE			TYPE & RANGE				TYPE & RANGE			
EFFECTS			EFFECTS EFFECTS				EFFECTS EFFECTS			
SPECIAL			SPECIAL				SPECIAL			
	E	NC DAILY				ENC DAILY			ENC DAILY	
LEVEL & KEYWORDS			LEVEL & KEYWORDS				LEVEL & KEYWORDS			
TYPE & RANGE  EFFECTS	1,2		TYPE & RANGE  EFFECTS				TYPE & RANGE  EFFECTS			
SPECIAL			SPECIAL	3			SPECIAL			
	E	NC DAILY				ENC DAILY			ENC DAILY	
LEVEL & KEYWORDS			LEVEL & KEYWORDS				LEVEL & KEYWORDS			
TYPE & RANGE			TYPE & RANGE				TYPE & RANGE			
EFFECTS			EFFECTS				EFFECTS			
SDECIAL			SPECIAL		-		SPECIAL			
SPECIAL			SPECIAL				SPECIAL			

MAGIC ITEMS	RIT	UALS
		*
V*		·
COMPANIONS	JALLIES/HENCHMEN/ANIMAL	COMPANIONS
<u> </u>		
	Mark Balling and Commence	in a sure of the second

the second secon

CHARACTER DESCRIPTION	JN		
Character Name	Age		Sex
Description	Birth Date		Size
	Height		Weight
	Hair		Fues
			Eyes
	Skin		Handedness
Personality		Cl	naracter Sketch
		?	
		30	
Contacts/Friends			20,820, 3, 44.
Condition			
58			
Enemies			
Quote(s)			
Will			
VVIII			
BACKGROUND & NOTE:	S		

