| TOTAL AND  | )<br>Character<br>Race     |                                   | PlayerAlignment               | PAR CHAIR   | Du             | NG           | EO               | NS         |
|--|----------------------------|-----------------------------------|-------------------------------|-------------|----------------|--------------|------------------|------------|
| ARBITY SCORES  TOTAL AND INTERPRETATION OF THE POINTS  SKILLS  SKILLS  SOUND AND NOTE INTO INC. ADMINITY  ACTODATICS  SKILLS  SKILLS  SOUND AND NOTE INC. ADMINITY  ACTODATICS  ACTO | Class                      |                                   | Level                         |             | CO D           | RAC          |                  | 18         |
| ABILITY CORRES  FORM MACHINE DIVIS  SKILLS  SKILLS  SOUND AND TOTAL MACHINE MACHINE DIVISION DANCE WAS ACCORDED WITH A CAPE OF THE DIVISION DANCE WAS ACCORDED WA |                            | Epic Desti                        |                               |             | A Company      |              | 4                |            |
| ACTOBATICS  ACTOBA |                            |                                   | Action Points                 |             | Ontheric       |              | 0010001          |            |
| THE TOTAL BASE ARMORE ITEM MICK MICK MICK MICK MICK MICK MICK MIC  | ABILITY SCORES             |                                   | POINTS                        | SKILLS      | BONU           | S ABIL ½ LVL | TRAINED MISC 1 M | MISC 2 ARM |
| MAX 100 STATE OF THE WAS ASSESTED TO THE WAS A |                            | SC ABILITY MODIFIER BLO           | OODIED SURGE VALUE SURGES/DAY |             | DEX            |              |                  | -          |
| Bluff Diplomacy Companies Diplomacy Companies Second wind Dipl |                            | <b>ᆜᆜᆝ</b>                        | =½ HP =¼ HP                   |             |                |              |                  | N,         |
| Diplomacy CAA DURINGEN WAS LIVE FEAT MASC MISC PROFESSIVE PROFESSI |                            | MAX HP                            |                               |             |                | 1            |                  | N          |
| TEMP IP SUBJECT CON MIND CHARLET IN MIND C | <b>DEX</b> DEXTERITY       |                                   |                               |             |                |              |                  | N          |
| CUBRENT IIP  SECOND WIND  DEFENSES  DEFENSES  DEFENSES  DIFFENSES  | INT<br>STELLIGENCE         |                                   |                               | Dungeoneeri | ng wis         |              |                  | N          |
| DEFENSES  DEFENS | WISDOM                     |                                   | TEMP HP SURGES                |             |                | 1            |                  | N          |
| DEFENSES    Insight   Misc   M | CHA                        | CURRENT HP                        |                               |             |                |              |                  | N          |
| DEFENSE    10 +  | CHANDMA                    |                                   | DEATH SAVES                   | Insight     | wis            |              |                  | N          |
| TOTAL BASE ARMOR ITEM MISC MISC TOTAL DEX % LEVEL FEAT MISC MISC TOTAL MODIFIERS  ATTACK  ATTACK  (DEFENSE)  NOTES  NOTES  NOTES  NOTES  | DEFENCE 1/2 IVI ARMOR/ CLI |                                   | SPECIAL DEFENSES              |             |                |              |                  | N          |
| Religion BT Stealth DEX Stealth DEX STEERTWISE CHARGE TOTAL DEX STEERTWISE CHARGE TOTAL BASE ARMOR ITEM MISC MISC TOTAL DEX STEERT MISC MISC MISC MISC MISC MISC MISC MISC   | ABILITY CEP                | TOTAL CALL MISC MISC              | STEENE DELENSES               |             |                |              |                  | N          |
| Stealth DEX Streetwise CHA Thievery DEX Thievery DEX Thievery DEX TOTAL BASE ARMOR ITEM MISC MISC TOTAL DEX % LEVEL FEAT MISC MISC MISC TOTAL DEX % LEVEL FEAT MISC MISC MISC TOTAL DEX % LEVEL FEAT MISC MISC MISC TOTAL SENSES  PASSIVE Insight Passive Perception PASSIVE PROFITE TOTAL SENSES  ATTACK (DEFENSE) VS. ATTACK MOVEMENT VS. MISC MISC MISC MISC MISC MISC MISC MISC  | RMUR CLASS                 | <del>+ + + +  </del>  -           |                               |             |                |              |                  | N          |
| TOTAL BASE ARMOR ITEM MISC MISC TOTAL DEX % LEVEL FEAT MISC MISC  PASSIVE INSIGHT  PASSIVE INSIGHT  PASSIVE Perception  PECIAL MOVEMENT  CONDITIONAL MODIFIERS  SPECIAL SENSES  ATTACK  ATTACK  ODEFRNST)  ATTACK  ODEFRNST)  ATTACK  VS.  NOTES  NOTES  NOTES  NOTES  NOTES   |                            | +++                               |                               | Stealth     | DEX            |              |                  |            |
| TOTAL BASE ARMOR ITEM MISC MISC TOTAL DEX 1/2 LEVEL FEAT MISC MISC  PASSIVE INSIGHT  PASSIVE INSIGHT  PASSIVE PROFESTION  ATTACK  (DEFENSE)  ATTACK  ATTACK  (DEFENSE)  ATTACK  NOTES  NOTES  NOTES  NOTES   |                            |                                   |                               |             |                | _            |                  | ١          |
| PASSIVE Insight  Passive Perception  PECIAL MOVEMENT  CONDITIONAL MODIFIERS  SPECIAL SENSES  ATTACK  (DEFENSE)  ATTACK  OUT ON THE SENSES  PROF FEAT ENH MISC DAMAGE BONUS  ABILITY FEAT ENH MISC MISC RANGE  OUT ON THE SENSES  NOTES  NOTES  NOTES  NOTES   | TO +                       |                                   |                               | Thievery    | DEX            | 1            |                  |            |
| PASSIVE Insight  Passive Perception  PECIAL MOVEMENT  CONDITIONAL MODIFIERS  SPECIAL SENSES  ATTACK  (DEFENSE)  ATTACK  OUT ON THE SENSES  PROF FEAT ENH MISC DAMAGE BONUS  ABILITY FEAT ENH MISC MISC RANGE  OUT ON THE SENSES  NOTES  NOTES  NOTES  NOTES   | TOTAL PASS ARMOR ITEM M    | ISC MISC TOTAL DEV                | ALEVEL FEAT MISC MISC         |             |                |              |                  | -1.0       |
| ATTACKS  ATTACK  ATTACK  ODEFENSE)  ATTACK  VS.  VS.  VS.  VS.  VS.  VS.  VS.  VS  |                            |                                   | /2 LEVEL FEAT MISC MISC       | Passive Ins | ight           | Passive      | Percention       | n i        |
| ATTACK  (DEFENSE)  ATTACK  (DEFENSE)  VS.  VS.  VS.  VS.  VS.  VS.  VS.  VS  |                            |                                   |                               |             | igiit [        | I assive     | rerception       |            |
| ATTACK (DEFENSE) ATTACK MINISC PROF FEAT ENH MISC DAMAGE BONIUS ABILITY FEAT ENH MISC MISC RANGE BONIUS ABILITY FEAT ENH MISC  |                            |                                   | ATTACVC                       |             |                |              |                  |            |
| NOTES  VS. SOLUTION ABILIT CLAS PROF PER ENT MISC DAMAGE BONUS ABILIT PER ENT MISC MANUE  NOTES  VS. SOLUTION ABILIT CLAS PROF PER ENT MISC DAMAGE BONUS ABILIT PER ENT MISC MANUE  NOTES  VS. SOLUTION ABILIT CLAS PROF PER ENT MISC DAMAGE BONUS ABILIT PER ENT MISC MANUE  NOTES  NOTES  NOTES  NOTES   | ATTACK                     | (DEFENCE) ATTACK 1/ DVI ADULTY CI |                               | DAMAGE DAMA | GE ADMITY FEAT | FAUL MIC     | e wee            | PANCE      |
| NOTES  VS  | ATTACK                     | BONUS                             | LASS PROF FEAT ENH MISC       | BONI        | JS ABIEIT FEAT | ENH MIS      | MISC MISC        | KANGE      |
| NOTES  VS.  VS.  NOTES  VS.  VS.  VS.  VS.  VS.  VS.  VS.  V   | NOTES                      |                                   |                               |             |                |              |                  |            |
| NOTES  VS.   |                            | vs.                               |                               |             |                |              |                  |            |
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| NOTES  VS  |                            | vs.                               |                               |             |                |              |                  |            |
| NOTES  VS  | NOTES                      |                                   |                               |             |                |              |                  |            |
| NOTES VS.  |                            | vs.                               |                               |             |                |              |                  |            |
| NOTES  | NOTES                      |                                   |                               |             |                |              |                  |            |
|  |                            | vs.                               |                               |             |                |              |                  |            |
| COMBAT MODIFIERS   | NOTES                      |                                   |                               |             |                |              |                  |            |
|  |                            |                                   | COMBAT MODIFIERS              |             |                |              |                  |            |
|  |                            |                                   |                               |             |                |              |                  |            |
|  |                            | FEATS &                           | SPECIAL FEATU                 | IRES        |                |              |                  |            |
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| FEATS & SPECIAL FEATURES   |                            |                                   |                               |             |                |              |                  |            |
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| FEATS & SPECIAL FEATURES   |                            |                                   |                               |             |                |              |                  |            |
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| FEATS & SPECIAL FEATURES   |                            |                                   |                               |             |                |              |                  |            |
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| FEATS & SPECIAL FEATURES   |                            |                                   |                               |             |                |              |                  |            |
| FEATS & SPECIAL FEATURES   |                            |                                   |                               |             |                |              |                  |            |
| FEATS & SPECIAL FEATURES   |                            |                                   |                               |             |                |              |                  |            |
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