SULLANA STEP			AVER						
CHARACTER									
CLASS				GIANCE					
RELIGION		712	i Gittivi Ei ti i j		-	SV	ste	m	
ORIGIN/BACKGROUND						БУ	DCC.	•••	
NATIONALITY		DENCE				CHARA	CTER R SHEET	ECORD	)
ABILITIES  ABILITY  MODIFIER  SCORE	темр Ш	T POINTS			SKILLS	5	Sileer		
	MODIFIER MAXIMUM	CURRENT		CROSS  CLASS MAX RANKS = LVL			MODIFIER	S ABILITY A	
STR STRENGTH DEX					.5(12)				ADILITI
CON	$\vdash\vdash$					$\Box$			
CONSTITUTION	⊢ └──			<u> </u>		$\vdash$			
INT	DIE TYPE			<u> </u>					
WIS	LIFT OVER	HEAD LIFT OFF GROUN	D PUSH OR DRAG	<u> </u>		$\vdash$			
CHA CHARISMA	UFT = MAX L	DAD = 2 × MAY IO	AD = 5 × MAX LOAD	<u> </u>					
						$\Box$			
				<u> </u>		$\vdash \vdash$		++	
	MOR CLASS	11100				$\Box$			
=10+	RACE DEX SIZE  DEX	MISC MISC	PENALTY	<u> </u>		$\vdash$			
	ARMOR WORN			<u> </u>		$\Box$	+		
						$\Box$			_
SAVING THRO	NS	INITI	ATIVE	<u> </u>		+			
CLASS BASE TOTAL A B C	MODIFIERS  D ABILITY MISC MISC	TOTAL	DEX MISC						
FORTITUDE CONSTITUTION	CON		DEX	<u> </u>		$\vdash$	_		
REFLEX DEXTERITY	DEX	E	BASE MODIFIED	<u> </u>		$\vdash$	_		
WISDOM	WIS	SPEED							
	ACK ROLLS			<u> </u>		╁	-	$\vdash$	
multiple attacks total 2nd 3rd 4th	CLASS BASE TH A B C D	MODIF ABILITY SIZE MIS							
STRENGTH	20	STR				$\vdash$			
DEXTERITY	-20	DEX		<u> </u>		$\vdash$	_		
GRAPPLE STRENGTH -5 -10 -15 -	20	STR				$\Box$			
W	EAPONS			<u> </u>		+			
WEAPON ATT BONUS	DAMAGE CRITICAL	RANGE T	YPE SIZE	<u> </u>					_
						$\Box$			
NOTES				<u> </u>		$\vdash$			
WEAPON ATT BONUS	DAMAGE CRITICAL	RANGE T	YPE SIZE	<u> </u>					
				<u> </u>		$\vdash$	_		
NOTES				<u> </u>		$\vdash$			
WEAPON ATT BONUS	DAMAGE CRITICAL	RANGE T	YPE SIZE			П			
		<u>                                     </u>		<u> </u>		++			
NOTES	T T			<u> </u>					
WEAPON ATT BONUS	DAMAGE CRITICAL	RANGE T	YPE SIZE			$\Box$			
l lugare				<u> </u>		$\vdash \vdash$	-	$\vdash$	
NOTES	I BANAGE I	I DANIGE I TO	I	<u> </u>					
WEAPON ATT BONUS	DAMAGE CRITICAL	RANGE T	YPE SIZE			$\Box$			
NOTES		<u>                                     </u>		<u> </u>			_	++	
MOTES					CAN BE USED WITH 0 RANKS — * A	RMOR CHECK PE	NALTY APPLIES		

EQUIPMENT CARRIED							OTHER POSSESSIONS			
ITEM	LOCATION	WT	ITEM	LOCATION	WT					
CURRENT LOAD			TOTAL WEIGHT CARRIED							
	FEATS E	, SPE	CIAL ABILITIES				MONEY			
							EXPERIENCE			
							TOTAL EXPERIENCE			
							XPS NEEDED FOR NEXT LEVEL			
							LANGUAGES			
	В	ACKG	ROUND				NOTES			