Character Record

Name														
					Notes:									
Неіднт: Wеіднт:														
HAIR:														
Eyes: Com					MPLEXION:									
Build:														
CLASS/LI														
ABILITY	STAT	+	Темр	+										
Strength					HP:							Massiv	VE DAMAGE:	
Intelligenci	E				AC:			FLAT	Тоисн					
Wisdom					PD:									
DEXTERITY					BAB:									
Constitutio	N				SAVES	To	OTAL	Level	Аві	ABILITY		Bonuses		
CHARISMA					Fort:									
PSIONIC	Def		Атк	PP	Reflex:	:								
					WILL:							<u></u>		
WEAPONS	(M _{ELEE}	BAB+S	STR+OTHE) (Missile BAI	R+D _E	—— х+отн	FR+D20)						
WEAPON			DAMAGE		To Hit Bon	US		ritical Notes						

 $S_{\mbox{\footnotesize KILLS}}$ -- $\mbox{\footnotesize Bold}$ are skills that can be used untrained.

SKILLS Bold are		Bonus	Bonus	RANKS	TOTAL
ADVANCED FLIGHT	DEX				
Animal Handling	Сна				
APPRAISING	Int				
Balance	DEX				
Barter	Int				
BASIC MATH	Int				
Beggary	Wis				
BLIND-FIGHTING	Wis				
Bluff	Сна				
CONCENTRATION	Int				
Craft (Type)					
(···)					
DECIPHER SCRIPT	Int				
DIRECTION SENSE	Wis				
DIPLOMACY	Сна				
DISABLE DEVICE	Int				
DISGUISE	Сна				
Drinking	Con				
ENDURANCE	Con				
ESCAPE ARTIST	DEX				
FIRE-BUILDING	Wis	1	1		
First Aid	Wis		1		
FLIGHT	Dex				
Foraging/Scrounging	Int				
Forgery	Int				
GAMING	Wis				
GATHER INFORMATION	Сна				
Goldbricking	Wis		1		
Gossip	Сна				
HIDE	DEX				
IMMOLATION PROOFING	INT				
INTIMIDATE	Сна				
JUMP	STR		+		
Knowledge	Jik	1	+		
INOVILLUGE	Int				
	Int				
	INT				
	Int	+	+	-	
	Int	1	+		
	Int				

EXPERIENCE	I REASURE	
Next Level		
INEXT LEVEL		