No	ame							
		Abil						
		Score		1	Modifier	HP	Alt I	
Stre	ngth						Class	ses
	luscle							
	mina 			_			7	.1
Dext	Aim			-			Leve	els
Ba	lance							
Constitu						Ex	xperience	Points
	Iealth					Total:	1	
	itness					To next l		
	bility						evel Adju	stments
Move	Speed					Racial:		
Intellig						Special:	TAIN	J T
Know						Corrup		Depravity:
Reaso						Corrup	otion.	Deplayity.
	dom					n	:4	
Intu	uition					San	ity:	
Willp						Insar	nity.	
Char						11tsai	uy.	
	uence						Affini	ities
Phys. B	Fëa					Psyc	00	Mystic
	Soul					rsyc	1110	wiysuc
	Luck							
			Base	Atta	ck Scores			
Base	Muscle	Size			Base Bonus	Base Mele	e Attack I	Progression
Base	Aim	Size	Misc / I	Epic	Base Bonus	Base Rang	ed Attack	Progression
Al	rmor Name Other	Properties	AC Bon		Max Dex to		enuty	Spell Failure Top Speed
Absorb Ra	nte							
	Shie	ld Name			AC Boni	is Check F	Penalty	Spell Failure
	Other	Properties	s (Masterwo	rk / M	agical / Psio	nic)		Top Speed
Absorb Re								
Deflection	n Magic	/ Psionic	Insight / L	Luck	Other	Profane/	Sacred	Natural
We	eapon Name	?	M	lelee A	ttack Progre	ession	1	Damage
Attack B 1	Damage B	Special B	D ~	naad	Attack Progr	ession	Cpit Da	ige / Multiplie
Auuck D I	Damage D	эресии в	Ka	ngeu 1	iuuck Frogr	ession	Cra Kar	ige / muniphel
	Other Pro	perties (M	asterwork /	Magic	al / Psionic)		Туре	Range
We	eapon Name	,	M	lelee A	ttack Progre	ession	1	Damage
Attack B Damage B Special B					Attack B		Damage B	
	Other Pro	perties (M	asterwork /	Magic	al / Psionic)		Туре	Range
				Psio				
PPE Cost	Display				Power 1	Name		
Total I	PPE	PPE	Used				S	urge Bonus

Player

	Total	Base	Abil	Misc	Epic	Magic
Armor Cl						
Fortitude						
Reflex						
Will						
Soul						
Initiative						

Movement & Encumbrance									
Weight	Move	Category	Max Dex	Check P					
		Light	_	_					
		Medium	+3	-3					
		Heavy	+1	-6					
		Lift	+0	*					
		Push	*	*					

Special Qualities / Abilities

Skills							
Skill Name	Total	Rank	Abil	Mod			
Applied Sci ()			Know	+()			
Alchemy			Reas	+2			
Appraise			Re/Inu	+()			
Assense			Intuitiion	+()			
Autohypnosis			Will	+()			
Balance			Balance	+()			
Bluff			Influence	+()			
Bureaucracy			Inf+Soc	+()			
Climb			Mus/Bal	+()			
Concentration			Will	+()			
Craft (Varies	+()			
Craft (Reas	+()			
Decipher Script			Inu/Rea	+()			
Demolition			Int`	+()			
Diplomacy			Inf+Soc	+()			
Disable Device			Inu/Dex	+()			
Disguise			Inf/Rea	+()			
Engineering			Reason	+()			
Escape Artist			Dexterity	+()			
First Aid			Inu/Kno	+()			
Forgery			Inf/Int	+()			
Gather Information			Infl	+()			
Handle Animal			Infl	+()			
Hide			Balance	+()			
Intimidate			Varies	+()			
Jump			Muscle	+()			
Know. (Know	+()			
Knowledge ()			Know	+()			
Knowledge ()			Know	+()			
Knowledge ()			Know	+()			
Listen			Intuition	+()			
Move Silently			Balance	+()			
Nautical			Intu/Reas	+()			
Open Lock			Dx/Rea	+()			
Perform ()			Varies	+()			
Pilot (Varies	+()			
Profession ()			Vaires	+()			
Psicraft			Reason	+()			
Read Lips			Intuition	+()			
Ride			Balance	+()			
Scrye			Reason	+()			
Search			Reason	+()			
Sense Motive			Intuition	+()			
Slight of Hand			Dexterity	+()			
Spellcraft			Re or Inf	+()			
Spot			Intuition	+()			
Survival			Intu/Kno	+0			
Swim			Stam/Fit	+()			
Tumble			Balance	+0			
Use Magical Device			Influence	+0			
Use Psionic Device			Influence	+0			
				+0			
Use Rope		-	Dex/Kno	. 0			
Use Scientific Apparatus			Reason	+()			

	Mund			lasterwork)		ent				1	Money	,		
Item Name	#	Lbs	Tot	Item	Name		# .	Lbs	Tot	Marks	Drachm	a I	Koji	Aros
										Stored				
										$Local_{0}$	0		0	0
											· Valu	able		
										Item		Value		Subtotal
										Va	luable	es Ta	otal	0 Mk
											Gran	d To	otal	0 Mk
										La	nguag	es		
										Language Name	? To	t+	Ranks	Int+
										T 0	<u></u>			
Total Weig	ht		()		Total W	eight .			0	Feats &	Class .	Fea	tures	
		 / P		ic / Artifact						Starting Racial				
Item Name	uzicu	1/1	Stor	Special Powe		#	L	bs Z	Total	Weapon Group:				
										Weapon Group:				
										Weapon Group:				
										Armor Group:				
						otal W	<i>eig</i>	cht						
				on & Other S	Statistics	5								
Race	Gender		A_i	ge Heigh	it We	e ight A	Mari	ital S	tatus					
Eye Color Hair Color	So	cial S	tatus	Soc. Stat	Mod Soc.	Rank	Bir	th Ro	ank					
Mother (Profession)	Fathe	r (Pro	fessia	n)	Place o	of Origin								
nzomer (1 rejession)	2 0000	(270	jessio	.,	1 11100 0	,								
Notes							Λ	Vote	es .					
Pathos														
Ethos														
	imal			nion / Contr										
Name		7	ype (Subtype)	HD	Нр	AC.	/t/1	f					
Attack /	/ Full Att	tack			Movemen	nt (Burrov	w/Flj	y/Sw	im)					
		Atta	cks (&	d Damage)										
										Learning				
	S	pecial	Attac	ks / Qualities						Learning				

Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch	Game Notes
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch	
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch	
				MF Total Expend
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch	Spells Developed
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch	
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch	
				Spell MFE Cost
				0 Cantrip 1 1 st Degree 2 2 nd Degree
				3 3 rd Degree
				4 4 th Degree 5 5 th Degree

Expended

Additional Weapons, Tools and Items								
Weapon Name	Melee Attack Progression	Dan	nage					
Attack B Damage B Specia	B Ranged Attack Progression	Crit Range	/ Multiplier					
Other Properties	(Masterwork / Magical / Psionic)	Type	Range					
Weapon Name	Melee Attack Progression	Damage						
Attack B Damage B Specia	B Ranged Attack Progression	Crit Range	/ Multiplier					
Other Properties	(Masterwork / Magical / Psionic)	Type	Range					
Weapon Name	Melee Attack Progression	Dan	nage					
Attack B Damage B Specia	B Ranged Attack Progression	Crit Range	/ Multiplier					
Other Properties	(Masterwork / Magical / Psionic)	Туре	Range					
Weapon Name	Melee Attack Progression	Dan	nage					
Attack B Damage B Specia	B Ranged Attack Progression	Crit Range	/ Multiplier					
Other Properties	(Masterwork / Magical / Psionic)	Туре	Range					
Weapon Name	Melee Attack Progression	Dan	nage					
Attack B Damage B Specia	B Ranged Attack Progression	Crit Range	/ Multiplier					
Other Properties	(Masterwork / Magical / Psionic)	Туре	Range					
Weapon Name	Melee Attack Progression	Dan	nage					
Attack B Damage B Specia	B Ranged Attack Progression	Crit Range	/ Multiplier					
Other Properties	(Masterwork / Magical / Psionic)	Type	Range					
Weapon Name	Melee Attack Progression	Dat	nage					
Attack B Damage B Specia			/Multiplier					
Other Properties	(Masterwork / Magical / Psionic)	Туре	Range					
w v								
Weapon Name	Melee Attack Progression	Dan	nage					
Attack B Damage B Specia	B Ranged Attack Progression	Crit Range	/ Multiplier					
Other Properties	(Masterwork / Magical / Psionic)	Туре	Range					
Weapon Name	Melee Attack Progression	Dan	nage					
Attack B Damage B Specia		Crit Range	/ Multiplier					
Other Properties	(Masterwork / Magical / Psionic)	Туре	Range					
Weapon Name	Melee Attack Progression	Dan	nage					
Attack B Damage B Specia	B Ranged Attack Progression	Crit Range	/Multiplier					
Other Properties	(Masterwork / Magical / Psionic)	Type	Range					

Game Notes

Energy		
Addit	ional Circl	es Developed

Total

Expended