HARACTER NAME	PLAYER	PLAYER			LUNGEONS				
Sorcerer RACE	ALIGNMENT	DEITY	T RAGO	ZNE	®				
			CTER REC						
EVEL SIZE AGE GEND	ER HEIGHT WEIGHT	EYES HAIR							
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY SCORE MODIFIER SCORE MODIFIER	TOTAL WOUNDS/O	CURRENT HP SUBDUAL DAMAGE	DAMAGE HIT DIE REDUCTION TYPE	:	SPEED				
STR	HP		d4						
DEX	AC = 10+								
DEXTERITY	ARMOR CLASS	DR SHIELD DEX SIZE NATURAL MISC	MISS CHANCE	ARCANE	ARMOR SPELL				
CON ONSTITUTION	IOTAL BONG		CHANCE	SPELL FAILURE	CHECK RESISTANCE PENALTY				
INT NTELLIGENCE	INITIATIVE MODIFIER	+	SKILLS	MA	AX RANKS /				
WIS	TOTAL MODIF	C MISC SKILL NAME	KEY SKIL ABILITY MODIF	L ABILITY	RANKS MISC				
WISDOM	BASE ATTACK BONUS								
CHA CHARISMA	00,000	———— □ Alchemy □ Appraise ■	INT	_=	_++				
SAVING THROWS TOTAL BASE ABILITY	Y MAGIC MISC. TEMPORARY	BALANCE ■	DEX*	_=	++				
FORTITUDE = +	ER MODIFIER MODIFIER MODIFIER	⊠ BLUFF ■	СНА	_=	++				
(CONSTITUTION)	_]+[]+	⊠ CLIMB ■	STR*	_=	_++				
REFLEX = +]+[+	☐ CONCENTRATION ■	CON	_=	_++				
(DEXTERITY)		☐ CRAFT ■ (☑ DIPLOMACY ■) INT	_=	_++				
(WISDOM) = +	_]+ + *	☐ DISABLE DEVICE	INT	_=	_++ + +				
		□ DISGUISE ■	СНА	_=	_++				
TOTAL	STR SIZE BASE ATTACK BONUS MODIFIER MODIFIER MO	MISC TEMPORARY ESCAPE ARTIST	DEX*	_=	_++				
MELEE	BASE ATTACK BONDS MODIFIER MODIFIER MO	———— ⊠ FORGERY ■	INT	_=	_++				
ATTACK BONUS	=	† ⊠ Gather Information ■ ⊠ Handle Animal	CHA	_=	_++				
RANGED ATTACK BONUS	= + + + + + +	HEAL ■	wis	_=	_++				
TOTAL	BASE ATTACK BONUS DEX SIZE MODIFIER MOD	MISC W HIDE	DEX*		+ +				
			WIS	_=	++				
WEAPON TOTAL A	TTACK BONUS DAMAGE	✓ INTIMIDATE ■ CRITICAL ✓ INTIMIT DIRECTION	CHA	_=	_++				
W = 211 O 11 TOTAL A	TIACK BONUS DAMAGE	M INTOIT DIRECTION	WIS	_=	_++				
		JUMP ■ KNOWLEDGE (ARCANA)	INT	_=	_++				
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES	✓ KNOWLEDGE (ARCHITECTU							
		& ENGINEERING)	INT	_=	_++				
N/FA BON			INT	_=	_++				
WEAPON TOTAL A	TTACK BONUS DAMAGE	CRITICAL KNOWLEDGE (HISTORY)	INT	_=	_++				
			INT	_=	_++				
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES			_ =	_++				
		(NOBILITY & ROYALTY)	INT	=	_++				
		───────────────────────────────────	INT	_=	_++				
WEAPON TOTAL A	TTACK BONUS DAMAGE	CRITICAL KNOWLEDGE (RELIGION)	INT	_=	_++				
			WIS	_=	_++				
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES		DEX	_=	_++				
RANGE WEIGHT TIPE 312E	SPECIAL PROPERTIES)	_=	_тт				
		()						
		() сна	_=	_++				
ARMOR/PROTECTIVE ITEM TYPE	ARMOR BONUS MAX	DEX BONUS	DEX*	_=	_++				
		☐ Profession () WIS	_=	_++				
CHECK PENALTY SPELL FAILURE SPEED W	VEIGHT SPECIAL PROPERT	`	INT	_=	_ + +				
CHECK PENALTY SPELL FAILURE SPEED W	SPECIAL PROPERT	SEARCH ■	INT		_++				
		Sense Motive ■	wis	_=	_++				
SHIELD/PROTECTIVE ITEM ARMOR BON	US DVGIGUT	☐ Spellcraft	INT	_=	_++				
ARMOR BON	US WEIGHT CHECK PENALTY SP		WIS	_=	_++				
		SWIM ■ ▼ TUMBLE	DEX*	_=	_++				
SPECIAL	PROPERTIES	⊠ USE ROPE ■	DEX	_=	_++				
					_'				

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AMMUNITION

Skills marked with \blacksquare can be used normally even if the character has zero (0) skill ranks. Skills marked with \boxtimes are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

WILDERNESS LORE ■

WIS

				SPECIAL	L ABILITIES	S/FEATS		SPE	LLS	
CAMPAIGN						NUMBER	OF SORCER	ER SPELLS	KNOWN	
				-All A				1sт		
EXPERIENCE POINTS								4тн		
EXPERIENCE POINTS							9тн		OIH	
	GEAR						NUMBEI	R OF SORCE	RER SPELL	S CAST
ITEM	WT.	ITEM	WT.					lst		
					 			4тн 7тн		
							9тн			
							0:			
							1sт:			
								programme and the second		
										
							2ND:			
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						<u> </u>				
							3 RD:			
							4тн:			
							5тн:			
						.,				
							6тн:			
							7тн:			
							8тн:			
							9тн:			
				LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD				
				LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG	SPI	ELL SA	VE	
				EQUALS MAX LOAD	2 × MAX LOAD	5 × MAX LOAD			,	CHA MODIFIER
							SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS
					ANGUAGE		SAVE DC		PER DAT	
					Common + racial lang Iguage (Speak Langua			0		0
		TOTAL WEIGHT CARR	RIED					1ST		
	MONEY							2ND		
CD —								3RD		
СР —										
								4TH		
SP —								5TH		
				-				6ТН		
GP								7TH		
PP								8TH		
								9TH	1	