



ABILITY SCORE							TOTAL			MOD		BASE		ENHANCE		MISC		TEMP	
STR	10	0	12	-2															
DEX	18	4	16	2															
CON	10	0	10																
INT	14	2	14																
WIS	10	0	10																

HITPOINTS

CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
<div style="font-size: 2em; font-weight: bold; text-align: center;">9</div>	8	1	Medium	0	6	1	0	0	2	1	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	9	FAVORED CLASS	Medium	TOTALS	0	6	1	0	0	2	1

CLASS RECORDER

SKILLS					RANKS	6
TOTAL	RANKS	ABILITY	TRAINED	MISC		

[illegible]

EXPERIENCE		0		/		2,000	
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>					
SPEED		BASE	FLY	SWIM	CLIMB	MISC	
	20			30			
INIT	4	=	4	DEX MOD	+		MISC MOD
HERO							
SR		DR					
RESISTANCES							
POOL POINTS							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger	+4	1d4	19-20,x2	10	P	2.0	

[illegible][illegible]

BAGS & CONTAINERS

☞	CONTAINER			VOLUME/WEIGHT LIMIT/NOTES			WEIGHT

CURRENCY

PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
17.0	0.0	0.0		17.0

TREASURE CARRIED

☞	TREASURE			WEIGHT

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		100	200	500
0	0			MODIFIED LOAD	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

