The City of Scorpions

Somewhere in the ruined City of Scorpions, the Golden Scorpion awaits. It is an ancient artifact of fell power. Only desert winds now inhabit the once great city. Mercenaries and cultists have crossed the Great Desert to recover the artifact. Claiming it from the forsaken ruin should be easy...

Sword & Sorcery in the spirit of Conan for 3 – 5 players. D20 SRD.

The (Anti-) Heroes

The cult of the Old Serpent rules a distant kingdom through fear and violence. Theirs is a religion of blood sacrifice and vile sorcery. The characters are working for the cult. Their mission is to recover an ancient relic. The party consists of four mercenaries and three cultists. Asha and Bhaal are Children of the Serpent; their divine heritage grants them magical powers. They lead the party. Mkeri is their loyal bodyguard. The rest are mercenaries. The mercenaries are totally expendable and know it. They shall receive a great reward for bringing the Golden Scorpion to the priests.

Two characters (Bhaal and Ramona) were lost during a sandstorm while approaching the ruins. They will appear once two characters are dead; give them to the players who lost their characters. Each character rides a camel and has supplies and desert gear in addition to things in the inventory. Players should come up with short descriptions for their characters on their own. Inventory lists a few features for each character. Asha should go to a player with experience with D&D; as a cleric, she has wide repertoire of spells. Picking them will slow down the game too much for a newbie. Characters have no magic items, other than potions and scrolls, to keep the atmosphere low fantasy. Please note Asha has black onyx worth 75 gp; this is meant as a material component for Animate Dead. So be prepared for the possibility of a few undead minions.

The Background

The city is not as deserted as it should be. A group of bandits fighting against the cult of the Old Serpent have taken refuge in the ruins. They staged a daring raid against nomads of the Hawk Clan, kidnapping Priscilla, daughter of their chieftain. The bandits are now waiting for the Eagle Clan nomads in the ruin. Their chieftain desires Priscilla as his wife. The bandits will exchange Priscilla for a vow to help them in the fight against the Old Serpent. The Eagle Clan arrives in five days.

The City

The City of Scorpions is aptly named. It was the holy city of a vile scorpion cult. It was abandoned centuries ago, but unnatural scorpions still make it their home. Medium-sized scorpions are everywhere, but they are inactive during daytime. The characters approach the city from the north. The ruins have been scoured by desert winds. Only some walls stands here and there. The city is surrounded by inhospitable, deadly desert. Nearest oasis is one week to the north. Realm of the Old Serpent is three weeks to the north. Distances are much greater while travelling on foot.

If the characters move around the city during the night or camp anywhere but in the garden, they risk encountering medium and large scorpions. Monsters and traps etc mentioned in the scenario are from the d20 SRD. (http://www.d20srd.org) Look up the exact stats from there. The city has few points of interest; thus no exact map is provided. Most of the buildings have collapsed into little but rubble. The five points of interest are clearly visible from afar. If there is combat in the city, most of

the area is difficult terrain due to rubble and soft sand. Occasional obelisks, broken statues and still standing walls provide cover.

1) Riverbed

A dried river runs by the northern edge of the city. It is filled with loose sand and crossed by a crumbling bridge. Located in the riverbed are a dozen dead camels. They are still carrying their saddlebags and harnesses filled with cargo. Buried in the sand near the carcasses are one large monstrous scorpion and two medium monstrous scorpions. If the characters approach the carcasses, the scorpions ambush them. Spot check DC20 notices the scorpions buried in the sand. Moving in the riverbed is hard due to the sand; consider it difficult terrain.

The camels belonged to the desert bandits, who were ambushed by many scorpions. They are loaded with supplies; such as rope, tools, arrows and travel rations. Hidden among the supplies are some potions. Finding them takes a DC15 and DC20 search checks. The first success finds five murky potions (Cure Light Wounds), two smelly potions (Cure Serious Wounds) and one slimy potion (Neutralize Poison). The second check finds another slimy potion and a sticky potion (Barkskin). The characters have no way to identify the potions, they must drink them blindly.

2) Pyramid

A huge pyramid dominates the cityscape. It is worn by the desert winds, but still impressive. It is obviously a tomb of some sort. The entrance is blocked with huge stone blocks. Digging through them would take weeks. Faded inscriptions (DC15 Decipher Script or DC20 Knowledge [religion]) proclaim it is the Pyramid of Eternal Hunger. Should the characters somehow force entrance, they will be beset by hordes of starving ghouls and ghasts. Deep inside the pyramid is the tomb of an ancient priest-king, filled with untold treasures.

3) Sorcerous Garden

There is a large, walled garden on the outskirts of the city. Miraculously, it is lush and filled with green in the middle of the desert. The garden is early quiet; even insects avoid it. It is safe to camp here. Scorpions do not enter within the walls. A large fountain bubbles merrily middle of the garden. It is filled with cool, invigorating water. There is a permanent Purify Water in the fountain.

A huge statue stands at the western end of the garden. It is a very lifelike depiction of a serpentine female with six arms, all brandishing weapons. DC 15 Knowledge (Arcana) reveals it is not a statue, but a petrified creature. DC 20 Knowledge (Planes) identifies it as a marilith. Power of the bound devil keeps the garden lush and the water fresh. Should someone come and turn it back to flesh, the powerful devil might reward him...

There are many lush, proud trees in the garden. Some of them still sport juicy, peach-like fruits. Other trees were picked clean by the bandits. DC15 Spot check notices there has been recent activity in the garden; fruit being picked etc. DC20 Survival check identifies the fruit as the Death's Kisses. Abdul identifies them automatically; whether he tells the others is up to him. The fruit are terribly poisonous (DC20 2d6/2d6 Con ingested). Their juice works as injury poison on weapons (DC18 1d8/1d8 Con). There is enough fruit for six doses of poison.

4) Scorpion Pit

This pit looks much like a huge well. It is 60 feet wide and 120 feet deep. In the bottom of the pit is a huge fiendish scorpion. It has no apparent way to get up. Degenerate deserts nomads worship it as a god and feed it with sacrifices. Characters can snipe it to death without problems if they wish; but they will make enemies of the scorpion cults. This has no effect during the scenario, but is worth mentioning in the aftermath. Should characters climb down, they will find loads of bones (human and animal) and worthless trinkets.

5) Temple of the Scorpion

Located middle of the ruins, the temple is a tall, imposing structure. The walls are inscribed with scorpion-themed motifs. The bandits have made it their home, while they wait for the nomads. The bandits maintain two guards on the roof at all times. They are hiding and report movement they spot down below to their leaders.

The Temple

The desert bandits have taken over the temple as their base. They live in the upper floors. Once the temple was center of the scorpion cult. The Golden Scorpion is in the main altar room; exactly where the bandits have set up their headquarters. All rooms are dimly illuminated through narrow, long windows. Passing through one requires a DC 15 Escape Artist check. The tomb is naturally completely dark. Climbing up the walls takes DC 20 Climb check. The temple is 80 feet high. Map of the temple are in combat map format for your benefit. Every square is five feet.

1) Entry Hall

Wide, empty doorway leads into a large entrance hall. Unnaturally, the desert winds have not pushed sand inside. The walls and floor are engraved with magical symbols, scorpions and insectoid demons. Many engravings describe human sacrifice and women giving birth to half-insectoid horrors. The hall is filled with rubble. Large boulders offer cover and make the squares difficult terrain. The hall is 50 feet high; a double stairway leads to the upper floor from both sides of the room. A single hallway leads deeper into the temple, between the stairs. Climbing up the walls takes DC 20 Climb check. The windows in the hall are 40 feet up from the floor.

Nakara has arranged a silly alchemical/magical trap in the entry hall. Its purpose is to scare away intruders without having to hurt them. It is triggered remotely; the trap is used if/when guards up on the stairs notice the intruders. DC20 notices a glowing, translucent shape descending down from the ceiling; when it is halfway down, it starts emitting creepy wailing sound. Describe it as an incorporeal undead of some sort. When the "ghost" has descended, the entry hall fills with smoke. This effect is akin to obscuring mist and fills the whole hall for five minutes. The "ghost" wails that the temple is haunted and cursed. Characters should make DC15 Will save or they are demoralized while inside the hall. Inspecting the "ghost" up close reveals it to be a piece of cloth hanging from thin silk ropes and covered with glowing paint.

1.1) Hallway

This hallway leads into thick stone doors. The doors are stuck; forcing them open takes DC15 Strength check. The doors are inscribed with ancient symbols. Decipher Script DC15 or Knowledge

(Religion) DC20 translates them. They tell there is a tomb of scorpion priests behind the doors; horrible curses and hexes are threatened to befall upon those breaking in.

There are four rooms along the corridor. They were used for religious rites and have extremely high ceilings. Windows are located 20 feet from the ground. Each room is dedicated to one element. The walls are carved with fading engravings portraying scorpions as elemental powers. Two are empty, other than for random rubble. The room of fire is filled from floor to the ceiling with dead scorpions. They've been killed with arrows. Some are burnt to crisp. The room of earth has a large hole in the floor. It has been blocked with rubble. The tunnel leads into one of the many underground scorpion nests.

1.2) Tomb

Steep stairway leads down into the tomb. The inscriptions on the wall describe horrible deaths befalling upon tomb robbers. There is a Stone Blocks from Ceiling trap in the stairway. The stairs lead into the tomb proper. There are several doorways that are sealed shut with huge stone blocks. Only one doorway remains open; it was never closed. There are eight sarcophagi inside, placed along the corridor. Six of them are empty and unsealed, robbed ages ago.

Two sarcophagi, at the end of the corridor, are sealed and untouched. Sarcophagus #1 is trapped (DC20 search, DC18 Disable Device, repair reset) with a scorpion swarm. A swarm drops upon a character that tries to open the sarcophagus from the ceiling. Treat this as a spider swarm. Inside the sarcophagus is a mummy – a truly dead one – covered with riches. It is wearing a golden, priestly cap, a thick necklace studded with black pearls, another necklace studded with rubies and four thick gold rings. Sarcophagus #2 contains a very angry, undead mummy. It attacks immediately!

The mummy is the wild card of this scenario. It is murderously insane. The mummy will relentlessly pursue the characters until it loses their track. At that point it returns back to the stairway leading to the tomb. It shall hide there, waiting for a new foe to attack. The bandits will try to hide from it. However, the mummy will attack the bandits if it sees any of them. The player characters might lead the mummy to them and let it handle the fighting. Asha might even manage to command it and use it as a minion. If the players stay toe to toe with it, the mummy can kill them all... especially once the mummy rot sets in.

2) Stairs

Stairs climb up to the second floor on both sides of the hall. There are barricades made of rubble blocking them on the both sides, close to the balcony above. Passing the barricade takes a full-round action. Alternatively, it can be passed through as part of a move with DC 17 Escape Artist, Jump or Tumble check. It is possible to burst through the barricade with DC 20 Strength check. There are two bandits on guard behind both barricades at all times. They will retreat up to the balcony, firing arrows, if an enemy breaks through.

2.1) Balcony & Corridor

The stairs end up on to a balcony-like platform overseeing the hall below. There is no railing and the fall down is 50 feet. If the characters retreat after the alchemical/magical trap, but come back and try a frontal assault, the bandits use the balcony to pepper them with arrows. There is one empty doorway that leads into a wide corridor. There are two empty doorways on both sides. The corridor ends into a stairway leading up.

2.2) Rooms

The rooms along the corridor once belonged to high ranking priest. Nothing remains of their opulent furnishings. Walls are covered with mosaics that are still beautiful, but worn with age. They describe cities and villages overcome by swarming scorpions. The rooms are used as barracks by the rank and file warriors. They contain beddings, spare clothing, arrows and personal effects of little value. There are usually six bandits chatting and resting/sleeping in the rooms, unless ordered otherwise by their leaders. Note that the bandits have Endurance – they sleep with armor on and weapons at hand, just in case.

3) Altar Chamber

The altar chamber was used by the scorpion priests in degenerate rituals and fell magic. Thick pillars hold the roof. They are engraved with devils and insectoid horrors. The walls and floor are inscribed full of magical symbols, now faded with time. There are four large statues at one side of the chamber. They are very life-like depictions of aberrations mixing human and scorpion-like features. (Scorpionfolk.) Knowledge (Arcana) DC 15 reveals they are actually petrified creatures.

A large black altar stands middle of the room. It is unnaturally cold to the touch and still caked with dried blood. Pushing the altar makes it slide a little to the side. The Golden Scorpion lies underneath. It is, too, unnaturally cold to the touch. It always seems to be in a little different pose than the last time when inspected. Nakara spends most of the time here, inspecting the symbols. Knowledge (Arcana) DC 15 reveals they are connected to crossbreeding rituals and summoning devils. Stairs near the altar lead to the roof.

3.1) Backrooms

Doorways lead into the quarters that once belonged to the high priest. They are now shared by Nakara and Talqan. Priscilla is tied in one of the rooms. (See Aftermath for more on her.) Most of the water and food is stored there as well, where Talqan can keep an eye on them. Searching through the quarters reveals a small bag of gold goins (40) and a letter to Nakara. The letter orders him to go to the Red Oasis, kidnap Priscilla and bring her to the City of Scorpions. Nakara is then to stay put till the Eagle Clan arrives. The letter is simply signed "Master".

4) Roof

The roof is baked by the merciless sun all day and hot as a stove. During the night, the stones still radiate heat almost to the dawn. There was once a roof garden, but it is long gone. There are always two bandits on the roof, keeping an eye on the city below. Distance down to the ground is 80 feet.

Running the Scenario

Remember, this is sword & sorcery! Keep it light, keep it fluid, keep it packed with adventure and action. Don't let players spend hours making crazy plans or arguing rules. Don't take the game too seriously. It is supposed to be fun above everything else.

The scenario has no timeline or plot as such. The characters arrive and start looking for the Golden Scorpion. They will eventually end up in the temple. What happens before, after and between – that

is all up to them. The Eagle Clan nomads arrive in five days, so should they tarry, the party might be forced to retreat, hide or negotiate.

The Bandits

The desert bandits are holed up in the temple and waiting for the Eagle Clan. They are lead by Nakara, Son of the Sun (Sorcerer 6), whose divine heritage gives him unearthly powers. His second in command is Talqan (Ranger 6), a scarred veteran of many desert wars. Nakara is a pacifist and abhors violence. His peaceful, passive nature is the worst impediment the bandits have against the player characters. For example, if the characters attack the temple and then retreat, Nakara makes his men just sit tight instead of attacking the characters while they rest. Talqan is a different man altogether. If Nakara dies, Talqan will pursue a very aggressive strategy instead.

Nakara uses his magic to mislead, confuse and disable the characters. If he, for example, disables characters with Deep Slumber, he insists on them being imprisoned instead of executed outright. This soft approach has Talqan furious, but he is a superstitious man and respects the divine blood. Still, despite Nakara's protests, Talqan arranged his men to pick many Death's Kisses, just in case. Each bandit has poisoned arrows, while Talqan has several poisoned weapons. They won't waste the arrows at random shots; only at guaranteed hits on point blank range.

There are a total of twelve ordinary bandits (Ranger 2) in the temple. Six are on the guard duty; six are resting under normal circumstances. Talqan spends the time making rounds around the guard posts and devouring Priscilla with his eyes. Nakara spends his days inspecting the magical symbols in the altar room. He has figured they are meant for bad things and would like to destroy them somehow. He has already sabotaged some critical runes with a hammer and chisel.

In the case of an attack, the bandits will stay on passive defence. Nakara insists that time is on their side, they just need to wait for the Eagle Clan to arrive. If possible, the bandits will try to repulse the characters at the barricades. If not, they will withdraw while firing arrows up to the altar room. Should the players withdraw, they will simply return to their old positions. Talqan wants to counterattack aggressively, but as long as Nakara is alive, he won't allow it. If Talqan end up in the lead, he won't show any mercy. If necessary, he will kill Priscilla rather than allow her to be liberated and slay any incapacitated characters.

If things get truly desperate – such as the mummy slaughters the bandits – Nakara will escape by drinking the potion of invisibility. He will make his way to the gardens, expecting that to be the players campsite. He will steal a camel and ride off. As a rule, Nakara hampers defence of the temple by insisting that some men stay in the altar room. The sensible thing, after all, would be to overwhelm the player characters with numbers (and poisoned arrows).

Other Dangers

There are scorpions everywhere in the city. The scorpions are passive during the day, mostly hiding in the ruins and only dangerous if bothered. During the night they become active. Wandering around the city during night is dangerous. Medium and large scorpions can and will attack the characters. They will gladly slaughter their camels, if they are left unguarded outside the garden.

If the characters open the pyramid, they release a horde of ghouls and ghasts. That can radically change the scenario. The undead do not enter the garden, but they will quickly overcome the

temple. There are over 50 ghouls and a dozen ghasts; killing them all is not a realistic option. Simply leaving the city alive will become challenging.

Improvise!

Unexpected things tend to happen in roleplaying games. Be prepared to roll with the blows. For example, the character might use the scorpions against the bandits somehow or try to negotiate with them. The characters might even cut down the orchard in the sorcerous garden, set up fire in the entrance hall of the temple and try to smoke their enemies out.

The Aftermath

Huzaah, the bad guys are dead, the Golden Scorpion has been found and the heroes have rescued the princess. What then? Please note that if all characters with Survival are dead, the rest have no hope finding their way back through the desert...

The Princess

Priscilla is princess of the Hawk Clan. She is exquisitely beautiful and very very scared. She will thank the characters for saving her and explain she was abducted. She has overheard the captors talking about the Eagle Clan. Priscilla will explain they are mortal enemies of the Hawk Clan. Their chief is old, lecherous man and likely has nasty plans for Priscilla. She promises her father will reward them handsomely for returning her to the Hawks. She will promise other kind of rewards for the most able-looking man in the group (this is Ahnuld, if he is alive).

The serpent cultists know the cult favors sacrifices of royal blood. The Old Serpent finds their taste especially pleasing. Thus taking Priscilla with them will bring them favor with the cult. Such favor is more worthwhile than any desert trinkets. The mercenaries don't naturally share this motivation. It would be in their best interest to either take Priscilla back or stay and sell her to the Eagles. Remind players of their motivations and loyalties. This might be a good spark for player versus player antagonism that will crown the scenario.

The Pursuit

If the characters have solved the scenario too easily and do not fall upon each other, you can throw in pursuit for extra action. There are three options. First, if they've chosen to go to the Hawks or to the serpent cities, they might be pursued by Eagle outriders. Reuse desert bandits; simply replace one feat with Mounted Combat. Second, if the mummy was not destroyed, it could follow the characters. It moves tirelessly, so it will reach them one night... Third, throw in guardian of the Golden Scorpion, a single scorpionfolk. It will distract the characters with illusions, then charge and try to snatch the artifact. Don't use pursuit unless the scenario has been solved far too quick. For example, if Asha managed to control the mummy, it can smash the opposition easily.

Happy Ending?

If the characters survive the City of Scorpions, it is time to wrap up the scenario. There are several possible endings. If they make their way back to the serpent cult, they'd better have the Golden Scorpion. The cult doesn't look kindly upon failure. Delivering the statue gets the cultists favor from the high priests; the mercenaries get paid promptly. The Golden Scorpion gives more sorcerous power to the cult. As a result, shadow of the Old Serpent grows longer. More neighbors

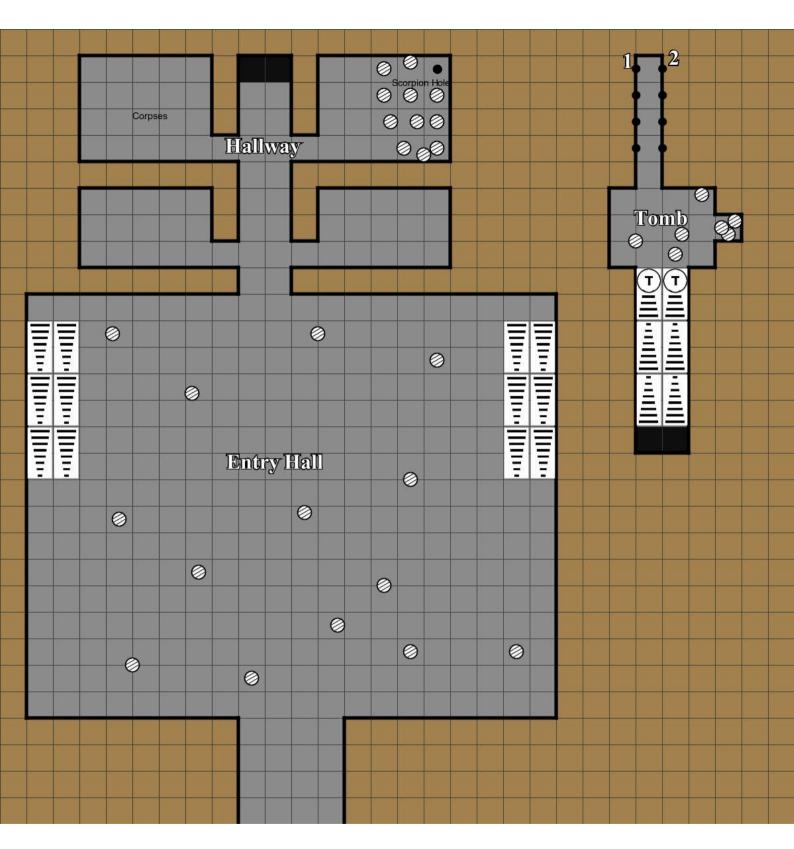
are enslaved and the black altars baked red with blood. If they bring Priscilla, she is sacrificed when the next full moon rises. Asha and Bhaal are allowed to partake in the ceremony and gain more fell powers as a reward.

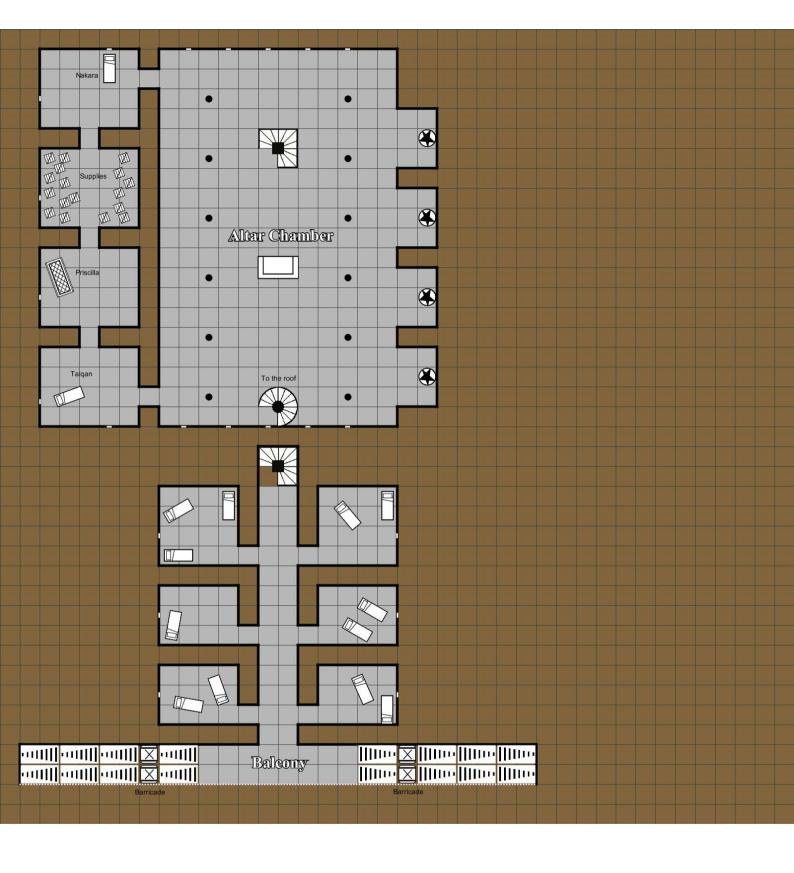
Should the characters wait for the Eagle Clan, they must make a hard bargain with the chief. The chances are he will just take Priscilla from them by force; the ending scene of the movie is the last stand of the characters against a nomad horde. If they are diplomatic, they get a chest of gold.

If the characters take Priscilla back to the Hawks, they will be disappointed. The Hawks are a virtuous and unfortunately poor clan. Their chief makes a blood-oath to assist and protect the characters as his own clansmen for the rest of his days. There is little else he can give, other than fine camels and stories about other deserted cities, filled with treasure... Though he can give the hand of Priscilla in marriage, if the character agrees to stay with the clan.

If their camels have died, the characters have little hope to get anywhere. Walking through the desert is very hard. If they leave the city on foot, the ending scene is their desperate jog through the dry heat. Of course, the Eagle Clan can give them camels in exchange for Priscilla.

If the characters killed the giant scorpion in the pit, they've become enemies of the scorpion cult. They will eventually track the characters down by magic. Assassins will be sent, then monstrous scorpions... and should they survive... their only hope is to take the fight to the enemy. Somewhere deep in the desert is the dreaded stronghold of the scorpion cult...





Asha, Daughter of the Serpent			. Du	NGEONS
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Bhaal, Son of the Serpent CHARACTER NAME	PLAYER			DUN	GEONS
Sorcerer 5	Tiefling	NE	Old Serpent		COME
CLASS AND LEVEL	RACE	ALIGNMENT	DEITY		WENZ
$\frac{M}{\text{SIZE}} = \frac{19}{\text{AGE}} = \frac{M}{\text{GENDER}} = \frac{1}{\text{HEIGHT}}$	WEIGHT EY	ES HAIR	SKIN CHA	RACTER	RECORD SHEET
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY SCORE MODIFIER SCORE MODIFIER	TOTAL	WOUNDS/CURRENT HP		NONLETHAL DAMAGE	SPEED
STR 10 0	POINTS				
DEX 16 3	AC 13 =	10+	+ 3 + +	+	+ DAMAGE REDUCTION
CON 14 2	TOTAL	ARMOR SH BONUS BO	IELD DEX SIZE NUS MODIFIER MODIFIER	NATURAL DEFLECTI ARMOR MODIFI	ON MISC ER MODIFIER
CONSTITUTION	UCH 13	LAT-FOOTED 10	<u>.</u>	SKILL	.S MAX RANKS /
INTELLIGENCE 13 2 ARMO	OR CLASS 13	ARMOR CLASS	- Š	KEY	SKILL ABILITY PANKS MISC
WISDOM IN	ITIATIVE	7 = 3 + 4	SKILL NAME	ABILITY	MODIFIER MODIFIER MODIFIER
CHA 16 3	MODIFIER T	OTAL DEX MISC MODIFIER MODIFI	☐ Appraise ■	INT	2 = 2 + + + + + + + + + + + + + + + + +
SAVING THROWS TOTAL BASE ABILITY MARK MODIFIER M	GIC MISC. TEMP	ORARY CONDITIONAL MODIFIER	☐ BALANCE ■ RS ☐ BLUFF ■	DEX*	$\begin{vmatrix} 3 \\ 13 \end{vmatrix} = \begin{vmatrix} 3 \\ 3 \\ + 5 \\ + 5 \end{vmatrix}$
FORTITUDE 3 = 1 + 2 +	+ + +	DIFFER	☐ CLIMB ■	STR*	0 = 0 + +
DEFLEY	=	-11	☐ CONCENTRATION ■	CON	7 = 2 + 5 +
(DEXTERITY) 4 - 1 + 3 +			☐ CRAFT ■ () INT	2 = 2 + + +
(WISDOM) 5 = 4 + 1 +	++		☐ CRAFT ■ () INT) INT	2 = 2 + +
	SPEL		☐ DECIPHER SCRIPT	INT	2 = 2 + +
BASE ATTACK BONUS 2	RESISTA		☐ DIPLOMACY ■	CHA	$\begin{vmatrix} 3 \\ 2 \end{vmatrix} = \frac{3}{2} + \frac{1}{2} + $
GRAPPLE 2 = 2			□ DISABLE DEVICE□ DISGUISE ■	INT CHA	3 = 3 + + +
MODIFIER	+ 0 + STRENGTH SIZ	+ L MISC	☐ ESCAPE ARTIST ■	DEX*	3 = 3 + + +
TOTAL BASE ATTACK BONUS	STRENGTH SIZ MODIFIER MOD	FIER MODIFIER	☐ FORGERY ■	INT	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$
ATTACK BON	US DAM	AGE CRITICAL	☐ GATHER INFORMATI ☐ HANDLE ANIMAL	ON ■ CHA	3 = 3 + +
Dagger 5	10		☐ HEAL ■	WIS	1 = 1 + +
RANGE TYPE	NOTES	19-20	☐ HIDE ■	DEX*	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
P			☐ INTIMIDATE ■ ☐ JUMP ■	CHA STR*	0 = 0 + +
AMMUNITION				rcana) INT	7 = 2 + 5 +
			☐ KNOWLEDGE () INT	2 = 2 + + +
ATTACK BON	US DAM	AGE CRITICAL	☐ KNOWLEDGE () INT) INT	2 = 2 + +
			☐ Knowledge () INT	2 = 2 + +
RANGE TYPE	NOTES		☐ LISTEN ■	WIS	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
			☐ MOVE SILENTLY ■ ☐ OPEN LOCK	DEX*	3 = 3 + +
AMMUNITION OOOO OOO			☐ Perform (3 = 3 + + +
ATTACK ATTACK BON	US DAM	AGE CRITICAL	☐ PERFORM (3 = 3 + + +
			PROFESSION (,	1 = 1 + +
RANGE TYPE	NOTES		☐ Profession () wis	1 = 1 + +
			☐ RIDE ■ ☐ SEARCH ■	DEX	5 = 3 + 2 +
AMMUNITION			☐ SEARCH ■ ☐ SENSE MOTIVE ■	INT WIS	1 = 1 + +
			☐ SLEIGHT OF HAND	DEX*	3 = 3 + + +
ATTACK BON	US DAM	AGE CRITICAL	☐ SPELLCRAFT ☐ SPOT ■	INT	6 = 2 + 4 + = = 1 + +
			☐ SURVIVAL ■	WIS	1 = 1 + +
RANGE TYPE	NOTES		□ Swim ■	STR*	0 = 0 + +
			☐ TUMBLE	DEX*	3 = 3 + +
AMMUNITION DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD			☐ Use Magic Device☐ Use Rope ■	CHA DEX	3 = 3 + +
ATTACK BON	US DAM	AGE CRITICAL			0 =+
					0 = + +
RANGE TYPE	NOTES				
			■ Denotes a skill that can be us ☐ Mark this box with an X if th	ne skill is a class skill for	
			* Armor check penalty, if any, a	ppiies. (Double penalty	jor swim.)

	N					FEATS			SPELLS	5	
CAMPAIGN	NCE POINTS					Weapon Finesse PG		DOMAIN	S/SPECIALTY	SCHOOL:	
						Improved Initiative					
EXPERIENCE POINTS							0:				
		GEAR									
ARMOR/PROTECTIVE I	ТЕМ	TVDE	AC BONUS		IAV DEV		1st: Shock	ng Grasp, Mage A	rmor, Burning Hand	s, Shield	
		TYPE	AC BONUS	N	1AX DEX						
CHECK PENALTY SPELL FAILU	JRE SI	PEED WI	EIGHT SPECIAL I	PROPE							
							_				
							2ND: Glitte	rdust, Ghoul Touc	h		
SHIELD/PROTECTIVE IT	EM /	C BONUS	WEIGHT CHI	ECK PE	NALTY						
SPELL FAILURE		SDECIAL	L PROPERTIES				_				
SPELL PAILORE		SPECIAL	L PROPERTIES				3RD:				
						SPECIAL ABILITIES					
PROTECTIVE ITEM	AC	BONUS W	EIGHT SPECIAL F	PROPE	RTIES	PG					
						Darkness 1/day					
PROTECTIVE ITEM	AC	BONUS W	EIGHT SPECIAL F	DPODE!	PTIES	Darkvision 60 ft					
	AC	BONUS W	EIGITT SPECIAL P	KOPE	KIILS	Resistance 5 Fire, Elec, Cold	_				
0.		DOSSE	ESSIONS			Familiar: Snake	5тн:				
ITEM	PG.	WT.	ITEM		PG. WT.		_				
Anti-toxin x 4		Po	otion: Cure Light x	. 5							
Potion: Mirror Image		Potio	on: Neutralize Poison	n x 1			— — — — — — — — — — — — — — — — — — —				
Scroll: Cause Fear		S	Scroll: Pyrotechnic	s			_				
Forked Tongue			Carefree Attitude				7тн:				
							8тн:				
							9тн:				
						-	_	CDEL	LGAVE		_
		_				-	_	SPEL	L SAVE	DC M	
							ADC	ANE CDI			
							– ARC	ANE SPI	ELL FAILU	JRE (<u></u> %
							CONDITIO	NAL MODIFIERS			
						-					
							SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
				\rightarrow			- 6	13	0	7	0
			TOTAL WEIGHT CARI	RIED	0.0	·					
			,		0.0	·	_ 4	14	1ST	7	
				0			2	15	2ND	5	
LIGHT MEDIUM	HEA'		OVER LIFT OFF	PUSH		LANGUAGES			3RD		
LOAD LOAD	LOA	EQI	EAD GROUND UALS 2 × LOAD MAX LOAD	DRA		Initial languages = Common + racial languages + one per point of Int bonus			4TH		
		MONE					_		5TH		
CD.							-		6ТН		
CP — SP —							-		7TH		
GP —							-				
PP —							_		8TH		
						J	_		9TH		

Mkeri CHARACTER NAME	PLAYER			DUN	GEONS
Fighter 5	Human	LE	Old Serpent	F S S	CONS
CLASS AND LEVEL	RACE	ALIGNMENT	DEITY		UON3
M 24 M SIZE AGE GENDER HEIGHT	WEIGHT EYES	6 HAIR	CH	ARACTER F	RECORD SHEET
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY SCORE MODIFIER SCORE MODIFIER	TOTAL	WOUNDS/CURRENT HP		NONLETHAL DAMAGE	SPEED
	HP 57				
		10+ 5 +	2 + 2 + +		DAMAGE REDUCTION
DEXTERITY	OR CLASS TOTAL	ARMOR SH	HIELD DEX SIZE DNUS MODIFIER MODIFIER	NATURAL DEFLECTION MODIFIE	
CONSTITUTION					
INTELLIGENCE 10 0 ARM	OR CLASS 12 FL	AT-FOOTED ARMOR CLASS	7 SKILLE	SKILL	(1111/211111/1111/1111/1111/1111/1111/1
WIS USDOM 10 0	IITIATIVE	2 = 2 +	SKILL NAME	KEY ABILITY	SKILL ABILITY RANKS MISC MODIFIER
CHA 9 -1	MODIFIER	TAL DEX MIS	APPRAISE ■	INT	0 = 0 + +
DAGE ABUITY II	AGIC MISC. TEMPOI	DADV	☐ BALANCE ■	DEX*	-3 = 2 + + +
EODTITUDE CO.	DIFIER MODIFIER MODIF		BLUFF ■ □ CLIMB ■	CHA STR*	-1 = -1 + + -1 = 4 + +
(CONSTITUTION)		-11	☐ CONCENTRATION ■		3 = 3 + +
$ \begin{array}{c c} \mathbf{REFLEX} \\ \text{(DEXTERITY)} \end{array} = 1 + 2 + $	+	_	□ Craft ■ () INT	0 = 0 + +
	+ 2 +	71	□ CRAFT ■ () INT	0 = 0 + +
(#/350///			☐ CRAFT ■ () INT INT	0 = 0 + +
BASE ATTACK BONUS 5	SPELL RESISTAN		☐ DIPLOMACY ■	СНА	-1 =1 ++
	KESISIAI	<u> </u>	☐ DISABLE DEVICE	INT	0 = 0 + +
GRAPPLE 9 = 5	+ 4 +	+	□ Disguise ■□ Escape Artist ■	CHA DEX*	-1 = -1 + + + + + + + + + + + + + + + + + +
TOTAL BASE ATTACK BONUS	STRENGTH SIZE MODIFIER MODIFI	MISC ER MODIFIER	☐ FORGERY ■	INT	0 = 0 + +
			☐ GATHER INFORMAT	TION ■ CHA	-1 = -1 + +
ATTACK BON	NUS DAMA	GE CRITICAL	☐ HANDLE ANIMAL	CHA	-1 = -1 + + 0 = 0 + +
Flail 10	1d8-	⊦6 x2	☐ HEAL ■ ☐ HIDE ■	WIS DEX*	-3 = 2 + +
RANGE TYPE	NOTES		☐ INTIMIDATE ■	СНА	3 =1+4+
В			☐ JUMP ■	STR*	-1 = 4 + + + + + + + + + + + + + + + + + +
AMMUNITION			☐ Knowledge () INT) INT	0 = 0 + +
ATTACK ATTACK BON	NUS DAMA	GE CRITICAL	☐ Knowledge () INT	0 =++
Javelin 6	1d6-		☐ KNOWLEDGE () INT	0 = 0 + +
RANGE TYPE	NOTES	AZ	☐ KNOWLEDGE () INT WIS	2 = 0 + 2 +
	Javelin x 3		☐ Move Silently ■	DEX*	-3 = 2 + +
AMMUNITION aaaaa aaaa			☐ OPEN LOCK	DEX	2 = 2 + +
AMMONITION			□ Perform (□ Perform (-1 = -1 + + -1 = -1 + +
ATTACK BON	NUS DAMA	GE CRITICAL	☐ PERFORM (-1 = -1 + +
			☐ Profession (,	0 = 0 + + + +
RANGE TYPE	NOTES	· ·	☐ Profession (,	0 = 0 + + + + + + + + + + + + + + + + +
			☐ SEARCH ■	DEX INT	0 =+
AMMUNITION DODG			☐ SENSE MOTIVE ■	WIS	0 = 0 + + +
ATTACK ATTACK ROM		CE CD171011	Steight of Hand	DEX*	$\begin{bmatrix} -3 \\ 0 \\ = \end{bmatrix} = \begin{bmatrix} 2 \\ + \\ + \end{bmatrix} + \begin{bmatrix} + \\ + \end{bmatrix}$
ATTACK BON	NUS DAMA	GE CRITICAL	☐ SPELLCRAFT ☐ SPOT ■	INT WIS	2 = 0 + 2 +
RANGE TYPE	NOTES		□ SURVIVAL ■	WIS	0 = 0 + + +
1112	-NOTES		□ SWIM ■	STR*	-6 = 4 + + -3 = 2 + +
AMMUNITON			■ TUMBLE USE MAGIC DEVICE	DEX*	-3 = <u>-1</u> + + +
AMMUNITION DDDDDDDDDDDDDDDDDDDDDDDDDDDDDD			☐ USE ROPE ■	DEX	2 = 2 + +
ATTACK BON	NUS DAMA	GE CRITICAL			0 =+
					0 = + +
RANGE TYPE	NOTES	<u> </u>			·
			■ Denotes a skill that can be u ☐ Mark this box with an X if t * Armor check penalty, if any, o	he skill is a class skill for	
			ramoi oneok penuity, ij any, i	applies. (Double penalty	10. 500111.)

				FEATS		SPELLS
CAMPAIGN				Weapon Focus Flail PG.	DOMAIN	NS/SPECIALTY SCHOOL:
				Weapon Specialisation Flail		
EXPERIENCE POINTS				Endurance	0:	
	G	EAR		Power Attack		
				Iron Will		
ARMOR/PROTECTIVE IT			MAX DEX		1st:	
Chainmail	I	MA 5	2			
CHECK PENALTY SPELL FAILUR	RE SPEED	WEIGHT SPECIAL PROPI	EKIIES			
					2ND:	
SHIELD/PROTECTIVE ITE	M AC BC	ONUS WEIGHT CHECK P	ENALTY			
Large Shield	2	2				
SPELL FAILURE	s	SPECIAL PROPERTIES			2	
				CDECIAL ADJUITIES	3RD:	
PROTECTIVE ITEM	AC BON	IUS WEIGHT SPECIAL PROPE	RTIES	SPECIAL ABILITIES PG.		
PROTECTIVE					4тн:	
PROTECTIVE ITEM	AC BON	IUS WEIGHT SPECIAL PROPE	RTIES			
		OSSESSIONS ITEM	PG. WT.		5тн:	
Pot: Cure Light x4	PG. WT.	Pot: Neutralize Poison	PG. WT.			
Mindless Obedience		Sadistic Mindset			6тн:	
Trimutess detailence		Sudisite Mindset				
					7тн:	
				·	8тн:	
					9тн:	
					SPEL	L SAVE
						DC MOD
					ARCANE SP	ELL FAILURE 0 %
					CONDITIONAL MODIFIERS	5
					SPELLS SPELL	LEVEL SPELLS BONUS
					KNOWN SAVE DC	PER DAY SPELLS
						0 0
		TOTAL WEIGHT CARRIED	0.0			1ST
			<u>, </u>			2ND
LIGHT MEDIUM	HEAVY	LIFT OVER LIFT OFF PUSH	I OR	LANGUAGES		3RD
LOAD LOAD	LOAD	HEAD GROUND DRA EQUALS 2× 5> MAX LOAD MAX LOAD MAX L		Initial languages = Common + racial languages + one per point of Int bonus		4TH
	_ MC	ONEY	CAD			5TH
						6ТН
CP —						7TH
SP — GP —						
PP —						8TH
						9TH

Abdul				4DUN	GEONS
CHARACTER NAME Rogue 5	PLAYER Human	CN	Mammon	T DA	CONIC®
CLASS AND LEVEL	RACE	ALIGNMENT	DEITY		GONS"
M 26 M GENDER HEIGHT	WEIGHT EYE	S HAIR	CH	ARACTER R	RECORD SHEET
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY	TOTAL			NONLETHAL	CDEED
ABILITY NAME SCORE MODIFIER SCORE MODIFIER	TOTAL 32	WOUNDS/CURRENT HP		DAMAGE	SPEED
STRENGTH 11 2 HIT PO					DAMAGE REDUCTION
DEXTERITY 18 4	CLASS	10+ 3 + 5 ARMOR SH	+ 4 + SIZE	+ L + L] + [1] [
CON 15 2	TOTAL	BONUS BO	HELD DEX SIZE DNUS MODIFIER MODIFIER	NATURAL DEFLECTIO ARMOR MODIFIE	R MODIFIER
INT 10 0 ARMOR		LAT-FOOTED 1	4 (in the second	SKILL	MAX RANKS /
WIS 10 0	TIATIVE E		SKILL NAME	KEY ABILITY	SKILL ABILITY RANKS MISC MODIFIER
CHA 8 -1	TIATIVE MODIFIER	8 = 4 + 4 DEX MISO		INT	0 = 0 + +
CHARISMA DAGE ADULTY MAG		JIAL MODIFIER MODIF	BALANCE ■	DEX*	8 = 4 + 5 +
SAVING THROWS TOTAL BASE SAVE MODIFIER MAG MODIFIER MODIF			☐ BLOFF ■	СНА	4 = -1 + 5 + = 2 + 5 +
3 = 1 + 2 +	++		☐ CLIMB ■ ☐ CONCENTRATION ■	STR* ■ CON	2 = 2 + +
REFLEX 8 = 4 + 4 +	+ + +		☐ CRAFT ■ () INT	0 =++
(WISDOM) 1 = 1 + 0 +	+ +	7	□ CRAFT ■ () INT	0 = 0 + +
(wisbow)			☐ CRAFT ■ () INT INT	0 = 0 + +
BASE ATTACK BONUS 3	SPELI RESISTA		☐ DIPLOMACY ■	СНА	-1 =1 _++
			☐ DISABLE DEVICE	INT	4 = 0 + 4 + -1 = -1 + +
GRAPPLE 5 = 3	+ 2 +	+	□ Disguise ■□ Escape Artist ■	CHA DEX*	7 = 4 + 4 +
TOTAL BASE ATTACK BONUS	STRENGTH SIZ MODIFIER MODII	E MISC FIER MODIFIER	☐ FORGERY ■	INT	0 =++
ATTACK			GATHER INFORMA		-1 = -1 + + +
ATTACK ATTACK BONU			☐ HANDLE ANIMAL	CHA WIS	0 = 0 + +
Shortbow 7	1d6	+2 x3	☐ HIDE ■	DEX*	8 = 4 + 5 +
RANGE TYPE 60 P	Mighty		☐ INTIMIDATE ■ ☐ JUMP ■	CHA STR*	-1 = -1 + + + + + + + + + + + + + + + + + +
			☐ KNOWLEDGE () INT	0 = 0 + +
			☐ KNOWLEDGE () INT	0 = 0 + + +
ATTACK ATTACK BONU	S DAMA	AGE CRITICAL	☐ KNOWLEDGE () INT) INT	0 = 0 + +
Shortsword 5	1d6	+2 19-20	☐ KNOWLEDGE () INT	0 = 0 + + +
RANGE TYPE	NOTES		☐ LISTEN ■	WIS	5 = 0 + 5 + 8 = 4 + 5 +
			☐ MOVE SILENTLY ■ ☐ OPEN LOCK	DEX*	8 = 4 + 4 +
AMMUNITION ODDOO ODDOO			☐ PERFORM (-1 = -1 + +
ATTACK ATTACK BONU	S DAMA	AGE CRITICAL	☐ PERFORM (·	-1 = -1 + + + + + + + + + + + + + + + + + +
			☐ PROFESSION (,	0 = 0 + +
RANGE TYPE	NOTES		☐ Profession () wis	0 = 0 + +
			☐ RIDE ■ ☐ SEARCH ■	DEX INT	8 = 4 + 4 +
AMMUNITION			☐ SENSE MOTIVE ■	WIS	4 = 0 + 4 +
ATTACK ATTACK RONNI			SLEIGHT OF HAND	DEX*	3 = 4 + +
ATTACK BONU	S DAMA	AGE CRITICAL	☐ SPELLCRAFT ☐ SPOT ■	INT WIS	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
RANGE TYPE	NOTES		□ SURVIVAL ■	WIS	0 = 0 + +
RANGE TIPE	NOTES		□ Swim ■	STR*	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
AMMUNITION			□ TUMBLE □ USE MAGIC DEVICE	DEX*	-1 = -1 + +
AMMUNITION DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD			☐ USE ROPE ■	DEX	4 =4++
ATTACK ATTACK BONU	S DAMA	AGE CRITICAL	<u> </u>		0 = + +
					0 =++
RANGE TYPE	NOTES	·	■ Denotes a skill that can be	used untrained	
			Mark this box with an X if * Armor check penalty, if any,	the skill is a class skill for	

						FEATS		:	SPELLS		
CAMPAIGN						Improved Initiative PG.		DOMAIN	S/SPECIALTY	SCHOOL:	
						Dodge					
EXPERIENCE POINTS						Poison Use	0:				
		G	EAR								
ARMOR/PROTECTIVE ITI	-M		1				1sт:				
Studded Leather	-101		ZA	AC BONUS	MAX DEX						
CHECK PENALTY SPELL FAILUR	E S	SPEED		SPECIAL PROI							
-1						Ī					
SHIELD/PROTECTIVE ITE	n _					_	2N D:				
SHIELD/PROTECTIVE ITE	VI	AC BC	ONUS WI	EIGHT CHECK	PENALTY						
SPELL FAILURE		s	PECIAL PROP	FPTIFS							
SPEEL PAILONE			PECIAL PROP	LKIILS			3RD:				
						SPECIAL ABILITIES					
PROTECTIVE ITEM	AC	BON	US WEIGHT	SPECIAL PROF	PERTIES	PG.					
						Sneak Attack +3d6	4тн:				
PROTECTIVE ITEM	AC	BON	US WEIGHT	SPECIAL PROF	PERTIES	Evasion					
				0. 20		Uncanny Dodge Trapfinding					
OT	113	R PC	SSESSI	ONS		Trap Sense +1	5тн:				
ITEM	PG.)	ITEM	PG. W						
Enough Arrows			60 ft	Silk Rope			6тн:				
Pot: Cure Light x3			Potion:	Mirror Image							
Potion: Expeditious Retreat			Thie	eves Tools							
Sleazy Attitude			Col	ossal Ego			7тн:				
							8тн:				
						_	9тн:				
								CDEL	L SAVE		\neg
						-		SPEL	L SAVE	DC M	OD
						+	ARC	ANF SPE	LL FAILU		
						┦	CONDITIO	NAL MODIFIERS			
							SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
									0		0
			TOTAI	WEIGHT CARRIED	0.0	┪			1ST		
						1			2ND		
				0	0	LANGUAGES					
LIGHT MEDIUM LOAD LOAD		AVY	LIFT OVER HEAD		H OR RAG	Initial languages = Common + racial			3RD		
			EQUALS MAX LOAD		5 × LOAD	languages + one per point of Int bonus			4TH		
		MC	NEY						5TH		
CP —									6TH		
SP-									7TH		
GP —									8TH		
PP —									9TH		

Ahnuld the Conque	eror				DUN	GEONS
Barbarian 5		_{PLAYER} Human	CN	Krom!	T DA	CONIC®
CLASS AND LEVEL		RACE	ALIGNMENT	DEITY		
$\frac{M}{SIZE}$ $\frac{23}{AGE}$	M GENDER HEIG	HT WEIGHT E	ES HAIR	CH	ARACTER R	ECORD SHEET
ADILIT		ADV			NONLETHAL	CD
SCORI	E MODIFIER SCORE MODIFI	ER TOTAL	WOUNDS/CURRENT HP		DAMAGE	SPEED
STRENGTH	5	HP HIT POINTS 68				
DEX DEXTERITY	3	AC ARMOR CLASS 16	· 10 + _ 3 _ + _	+ 3 +	+	+ DAMAGE REDUCTION
CON 18	4	TOTAL	ARMOR SI BONUS BI	HIELD DEX SIZE ONUS MODIFIER MODIFIER	NATURAL DEFLECTION ARMOR MODIFIER	N MISC R MODIFIER
INT		TOUCH 13	FLAT-FOOTED	3	SKILL	MAX RANKS /
INTELLIGENCE		ARMOR CLASS	ARMOR CLASS		KEY	SKILL ABILITY DANKS MISC
WISDOM		INITIATIVE	3 = 3 +	SKILL NAME	ABILITY	MODIFIER MODIFIER RANKS MODIFIER
CHA 11	0		TOTAL DEX MIS	C APPRAISE	INT	-1 = -1 + + 2 = 3 + +
SAVING THROW			PORARY DIFIER CONDITIONAL MODIFI	☐ BALANCE ■ ERS ☐ BLUFF ■	DEX*	2 = 3 + + +
FORTITUD	E C- SAVE MICH	4 + + + + + +	DIFFER	☐ CLIMB ■	STR*	8 = 5 + 4 +
(CONSTITUTION)				☐ CONCENTRATION ■	■ CON	4 = 4 + +
(DEXTERITY)	4 = 1 +	3 + + + + +	_	□ CRAFT ■ () INT	-1 = -1 + + -1 = -1 + +
WILL (WISDOM)	1 = 1 +	0 + + + + +	_	☐ CRAFT ■ () INT) INT	-1 = -1 + +
				☐ DECIPHER SCRIPT	INT	-1 = -1 + +
BASE AT	TACK BONUS	5 SPE		□ DIPLOMACY ■	СНА	0 =++
				☐ DISABLE DEVICE	INT	-1 = -1 + + 0 = 0 + +
GRAPP		5 + 5 +	+	□ Disguise ■□ Escape Artist ■	CHA DEX*	2 = 3 + +
	TOTAL	ASE ATTACK STRENGTH S BONUS MODIFIER MOD	ZE MISC DIFIER MODIFIER	☐ Forgery ■	INT	-1 =1 ++
				☐ GATHER INFORMA	TION ■ CHA	0 = 0 + +
ATTA	ACK ATT	TACK BONUS DAN	IAGE CRITICAL	HANDLE ANIMAL	CHA	0 = 0 + +
Greats	word	10 2de	5+7 19-20	☐ HEAL ■ ☐ HIDE ■	WIS DEX*	2 = 3 + +
RANGE TY		NOTES		☐ INTIMIDATE ■	СНА	0 =++
S	3			□ JUMP ■	STR*	6 = 5 + 2 + -1 = -1 + +
AMMUNITION				☐ Knowledge () INT) INT	-1 = · · + · · +
ATTA	CK			■ KNOWLEDGE () INT	-1 = -1 + +
	, All		IAGE CRITICAL	☐ Knowledge () INT	-1 = -1 + +
Jave			5+5 x2	☐ KNOWLEDGE () INT	-1 = -1 + + 4 = 0 + 4 +
RANGE TY		Javelin x 3		☐ LISTEN ■ ☐ MOVE SILENTLY ■	WIS DEX*	2 = 3 + +
				☐ OPEN LOCK	DEX	3 =3 ++
AMMUNITION				☐ PERFORM (0 = 0 + + +
ATTA	ACK ATT	TACK BONUS DAN	IAGE CRITICAL	☐ PERFORM (·	0 = 0 + + +
				☐ PROFESSION (,	0 = 0 + +
RANGE TY	PE	NOTES		Profession (, ,	0 = 0 + + +
				☐ RIDE ■	DEX	7 = 3 + 4 +
AMMUNITION				☐ SEARCH ■ ☐ SENSE MOTIVE ■	INT WIS	0 = 0 + +
				☐ SLEIGHT OF HAND		2 = 3 + +
ATTA	ACK ATT	TACK BONUS DAN	IAGE CRITICAL		INT	-1 = -1 + +
				☐ SPOT ■	WIS	4 = 0 + 4 + = 0 + 4 +
RANGE TY	PE	NOTES	<u>, </u>	☐ SURVIVAL ■ ☐ SWIM ■	WIS STR*	3 = 5 + +
				☐ TUMBLE	DEX*	2 = 3 + + +
AMMUNITION			 10 0000 00000	Use Magic Devic		0 = 0 + +
ATTA	CV			☐ USE ROPE ■	DEX	3 = 3 + + +
ATTA	ATT	TACK BONUS DAN	IAGE CRITICAL			0 =+
						0 =+
RANGE TY	PE	NOTES		■ Denotes a skill that can be		
				☐ Mark this box with an X if * Armor check penalty, if any,		

						FEATS		:	SPELLS	5	
CAMPAIGN						Power Attack PG.		DOMAIN	S/SPECIALTY	SCHOOL:	
						Endurance					
EXPERIENCE POINTS						Cleave	0:				
	(GEAR									
ARMOR/PROTECTIVE IT	ГЕМ	TYPE	AC BONUS	MAX	DEX	·	1st:				
Studded Leather		LA	3	5							
CHECK PENALTY SPELL FAILU	I		SPECIAL PROF								
-1											
SHIELD/PROTECTIVE IT	EM AC F	BONUS WE	IGHT CHECK I	DENIAL	TV		2ND:				
,	ACI	SONOS WE	IGHT CHECKT	PENAL	-11						
SPELL FAILURE		SPECIAL PROPE	RTIES								
							3rd:				
PROTECTIVE ITEM	- Lanc		ansau nnon			SPECIAL ABILITIES					
	AC BO	NUS WEIGHT	SPECIAL PROP	EKITE	3	PG. Fast Movement					
						Rage 2 / day	4тн:				
PROTECTIVE ITEM	AC BOI	NUS WEIGHT	SPECIAL PROP	ERTIE	S	Trap Sense +1					
						Improved Uncanny Dodge					
		OSSESSIC		,			5тн:				
Pot: Cure Light x 2	PG. WT.	+	ti-toxin	PG.	WT.						
Funny Accent			oic Spirit				6тн:				
Tunny recent		11010	эк брин								
							- 7тн:				
							8тн:				
						·	9тн:				
								SPEL	L SAVE		
										DC M	
							ARC	ANE SPE	LL FAILU	JRE (%
							CONDITION	IAL MODIFIERS			
							SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
								SAVEDE	0		0
		TOTAL	WEIGHT CARRIED	0	0.0				1ST		
				_							
			0	О		LANCHAGEG			2ND		
LIGHT MEDIUM LOAD LOAD	HEAVY LOAD	LIFT OVER HEAD		H OR	•	LANGUAGES Initial languages = Common + racial			3RD		
LOAD LOAD	LOAD	EQUALS MAX LOAD		× LOAD		languages + one per point of Int bonus			4TH		
	M	ONEY							5TH		
CP —									6TH		
SP —									<i>7</i> TH		
GP —									8TH		
PP —									9TH		
						l 					

Amalric CHARACTER NAME	PLAYER			DUN	GEONS
Ranger 3 / Rogue 2	Human	CN	Mammon	T IDA	COME
CLASS AND LEVEL	RACE	ALIGNMENT	DEITY		GONS
$\frac{M}{\text{SIZE}}$ $\frac{31}{\text{AGE}}$ $\frac{M}{\text{GENDER}}$ ${\text{HEIGHT}}$	WEIGHT EY	'ES HAIR	CH	ARACTER F	RECORD SHEET
ABILITY ABILITY TEMPORARY TEMPORARY	TOTAL			NONLETHAL	SPEED
3CORE WODIFIER 3CORE WODIFIER	HP 36	WOUNDS/CURRENT HP		DAMAGE	JFLLD
DEV.		70			DAMAGE REDUCTION
DEXTERITY 3	MOR CLASS	= 10 + 3 + L	HIFLD DEX SIZE	+ L J + L] + [] [
CON 15 2	TOTAL	BONUS BO	HIELD DEX SIZE DNUS MODIFIER MODIFIER	NATURAL DEFLECTION MODIFIE	DN MISC R MODIFIER
	OUCH MOR CLASS 14	FLAT-FOOTED 1	4 مرابع مرابع	SKILL	S MAX RANKS /
WIS 12 1			SKILL NAME	KEY ABILITY	SKILL ABILITY RANKS MISC MODIFIER
CHA 13 1	NITIATIVE MODIFIER	7 = 3 + 4			0 = 0 + +
CHARISMA 13 1		TOTAL DEX MIS MODIFIER MODII	C ☐ Appraise ■ □ Balance ■	INT DEX*	2 = 3 + +
SAVING THROWS TOTAL SAVE MODIFIER M		DIFIER CONDITIONAL MODIFI		СНА	5 = 1 + 4 +
FORTITUDE $(CONSTITUTION)$ $=$ 3 $+$ 2 $+$	+ + +		☐ CLIMB ■	STR*	5 = 2 + 4 +
REFLEX (DEXTERITY) 9 = 6 + 3 +	+ + +		☐ CONCENTRATION ■	■ CON) INT	0 = 0 + +
WILL 2 = 1 + 1 +	= ,=,	_	☐ CRAFT ■ () INT	0 = 0 + + +
(WISDOM)			☐ CRAFT ■ () INT	0 = 0 + +
BASE ATTACK BONUS 4	SPE		□ Decipher Script□ Diplomacy ■	INT CHA	1 = 1 + +
	RESIST	ANCE	☐ DISABLE DEVICE	INT	0 = 0 + + +
GRAPPLE 6 = 4	+ 2 +	+	☐ DISGUISE ■	CHA	5 = 1 + 4 + 5 = 3 + 3 +
TOTAL BASE ATTACK	STRENGTH S MODIFIER MOI	IZE MISC DIFIER MODIFIER	☐ ESCAPE ARTIST ■ ☐ FORGERY ■	DEX*	0 = 0 + +
			☐ GATHER INFORMA		1 = 1 + +
ATTACK BO	NUS DAN	MAGE CRITICAL	☐ HANDLE ANIMAL	CHA	1 = 1 + + + + + + + + + + + + + + + + +
Longbow 7	1d8	3+2 x3	☐ HEAL ■ ☐ HIDE ■	WIS DEX*	6 = 3 + 4 +
RANGE TYPE	NOTES		☐ INTIMIDATE ■	СНА	1 = 1 + +
100 P Mighty, Rei	member Favo	red Enemy	☐ JUMP ■	STR*	5 = 2 + 4 +
AMMUNITION			☐ Knowledge (☐ Knowledge ()) INT) INT	0 =++
ATTACK BO	NUS DAN	MAGE CRITICAL	☐ Knowledge () INT	0 = 0 + +
Falchion 6	ľ	4+3 18-20	☐ KNOWLEDGE () INT	0 = 0 + +
RANGE TYPE	NOTES	10 20	☐ KNOWLEDGE () INT WIS	5 = 1 + 4 +
S Remem	ber Favored I	Enemy	☐ Move Silently ■	DEX*	6 = 3 + 4 +
AMMUNITION			□ OPEN LOCK □ PERFORM (DEX) CHA	3 = 3 + + +
			PERFORM (1 = 1 + +
ATTACK ATTACK BO	NUS DAN	MAGE CRITICAL	☐ PERFORM () CHA	1 = 1 + +
			☐ Profession (,	1 = 1 + +
RANGE TYPE	NOTES		☐ RIDE ■	DEX	7 = 3 + 4 +
			☐ Search ■	INT	4 = 0 + 4 + 5 - 1 + 4 +
AMMUNITION			☐ Sense Motive ■ ☐ Sleight of Hand ☐ Sleight of Hand ☐ Hand ☐ Sleight of Hand ☐	WIS DEX*	5 = 1 + 4 + = 2 = 3 + +
ATTACK BO	NUS DAN	MAGE CRITICAL	SPELLCRAFT	INT	0 = 0 + +
			□ SPOT ■	WIS	5 = 1 + 4 +
RANGE TYPE	NOTES		☐ SURVIVAL ■ ☐ SWIM ■	WIS STR*	5 = 1 + 4 + = 2 + +
			☐ TUMBLE	DEX*	2 = 3 + +
AMMUNITION			USE MAGIC DEVIC		1 = 1 + + +
ATTACK BO			☐ USE ROPE ■	DEX	3 = 3 + + +
ATTACK BO	NUS DAN	MAGE CRITICAL			0 = + +
RANGE TYPE	NOTES				0 =+
RANGE TYPE	NOTES		■ Denotes a skill that can be		at t
			☐ Mark this box with an X if * Armor check penalty, if any,		

						FEATS			SPELLS	5	
CAMPAIGN						Rapid Shot PG.		DOMAIN	S/SPECIALTY	SCHOOL:	
						Endurance					
EXPERIENCE POINTS						Improved Initiative	0:				
		GEAR				Dodge					
ARMOR/PROTECTIVE I	ТЕМ	TYPE	AC BONUS	MAX	DEV	Power Attack	1sт:				
Studded Leathe		LA	3	5							
CHECK PENALTY SPELL FAILL			IGHT SPECIAL PRO								
-1											
SHIELD/PROTECTIVE IT	EM .						2nd:				
	A	C BONUS	WEIGHT CHECK	PENA	LTY						
SPELL FAILURE		SPECIAL	PROPERTIES								
							3RD:				
PROTECTIVE ITEM						SPECIAL ABILITIES					
PROTECTIVE ITEM	AC E	BONUS WE	IGHT SPECIAL PRO	PERTIE	S	PG. Track					
						Favored Enemy: humans	4тн:				
PROTECTIVE ITEM	AC E	BONUS WE	IGHT SPECIAL PRO	PERTIE	ES	Sneak Attack +1d6					
						Evasion					
0	THER	POSSE	SSIONS			Trapfinding	5тн:				
ITEM	PG.	WT.	ITEM	PG.	WT.						
Enough Arrows		ŀ	Pot: Cure Light x2	+			6тн:				
Silk Rope 60 ft Wicked Moustache			Pet Mouse Avarice	+							
wicked Moustache			Avarice	+			7тн:				
				+							
	+ +			+		-	8тн:				
				+			9тн:				
								SPEL	L SAVE		
										DC N	IOD
							ARC	ANE SPE	LL FAIL	JRE () %
							CONDITIO	NAL MODIFIERS			
							SPELLS	SPELL		SPELLS	BONUS
				_			KNOWN	SAVE DC	LEVEL	PER DAY	SPELLS
				\vdash					0		0
			TOTAL WEIGHT CARRIED) (0.0	-			1ST		
		$\neg \vdash$		0]				2ND		
LIGHT MEDIUM	HEAV		OVER LIFT OFF PU:	SH OR	J	LANGUAGES			3RD		
LOAD LOAD	LOAI	D HE EQU MAX		FAG 5 x X LOAD		Initial languages = Common + racial languages + one per point of Int bonus			4TH		
		MONE		A LOAD					5TH		
									6TH		
CP —									7TH		
SP — GP —											
PP —									8TH		
									9TH		

Ramona CHARACTER NAME	PLAYER			DUN	GEONS
Ranger 3 / Fighter 2	Human	CN	Mammon	J DA	GONS [®]
CLASS AND LEVEL M 24 F	RACE	ALIGNMENT	DEITY		
SIZE AGE GENDER HEIGHT	WEIGHT EY	ES HAIR	CH	ARACIER K	ECORD SHEET
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY SCORE MODIFIER SCORE MODIFIER	TOTAL	WOUNDS/CURRENT HP		NONLETHAL DAMAGE	SPEED
	HP 51	WOONDS/CORRENTTII		DAWAGE	
DEX 14 2	AC 15 -	10+ 3 +	+ 2 +	+	DAMAGE REDUCTION
DEXTERITY	OR CLASS TOTAL		HIELD DEX SIZE DNUS MODIFIER MODIFIER	NATURAL DEFLECTION ARMOR MODIFIE	N MISC R MODIFIER
CONSTITUTION					
	OR CLASS 12	ARMOR CLASS	3	SKILL	,
WIS USDOM 10 0	IITIATIVE		SKILL NAME	KEY ABILITY	SKILL MODIFIER ABILITY MODIFIER RANKS MISC MODIFIER
CHA 15 2	MODIFIER	$\begin{array}{c c} 6 & = & 2 & + & 4 \\ \hline \text{OTAL} & \text{DEX} & \text{MIS} \\ \text{MODIFIER} & \text{MODIFIER} \end{array}$	CAPPRAISE ■	INT	0 = 0 + +
SAVING THROWS TOTAL BASE ABILITY M	AGIC MISC. TEMF	ORARY CONDITIONS MODIFIE	☐ BALANCE ■	DEX*	1 = 2 + + +
SAVING THROWS TOTAL SAVE MODIFIER MO	DIFIER MODIFIER MODIFIER	DIFIER CONDITIONAL MODIFI	BLUFF ■ □ CLIMB ■	CHA STR*	6 = 3 + 4 +
(CONSTITUTION)		-11	☐ CONCENTRATION ■		3 = 3 + +
$\begin{array}{c} \text{(DEXTERITY)} \\ \end{array} \qquad \begin{array}{c} 3 \\ \end{array} = \begin{array}{c} 3 \\ \end{array} + \begin{array}{c} 2 \\ \end{array} + \begin{array}{c} 1 \\ \end{array}$	++		□ CRAFT ■ () INT	0 = 0 + + +
	+		☐ CRAFT ■ () INT) INT	0 = 0 + +
	SPEL		☐ DECIPHER SCRIPT	INT	0 = 0 + +
BASE ATTACK BONUS 5	RESISTA		□ DIPLOMACY ■□ DISABLE DEVICE	CHA	2 = 2 + + +
GRAPPLE 8 = 5			☐ DISGUISE ■	INT CHA	2 = 2 + +
MODIFIER	+ 3 + STRENGTH SI	+ MISC	□ ESCAPE ARTIST ■	DEX*	1 = 2 + + +
TOTAL BASE ATTACK BONUS	STRENGTH SI: MODIFIER MOD	IFIER MODIFIER	☐ Forgery ■☐ Gather Informa	INT TION ■ CHA	0 = 0 + + +
ATTACK ATTACK BOI	NUS DAM	AGE CRITICAL	☐ HANDLE ANIMAL	CHA	6 = 2 + 4 +
Longbow 7	1d8		☐ HEAL ■	WIS .	$\begin{vmatrix} 4 \\ 5 \end{vmatrix} = \begin{vmatrix} 0 \\ 2 \\ + 4 \\ + \end{vmatrix}$
RANGE TYPE	NOTES		☐ HIDE ■ ☐ INTIMIDATE ■	DEX*	6 = 2 + 4 +
100 P Mighty, rem	nember Favor	ed Enemy	☐ JUMP ■	STR*	2 = 3 + +
AMMUNITION			☐ KNOWLEDGE (☐ KNOWLEDGE ()) INT	0 = 0 + + +
ATTACK BOI			■ KNOWLEDGE () INT	0 = 0 + +
Falchion 9	NUS DAM		☐ KNOWLEDGE () INT	0 = 0 + + +
RANGE TYPE	NOTES	16-20	☐ KNOWLEDGE () INT WIS	4 = 0 + 4 +
	ber Favored E	Enemy	☐ MOVE SILENTLY ■	DEX*	5 = 2 + 4 +
AMMUNITION ===============================			☐ OPEN LOCK ☐ PERFORM (DEX	2 = 2 + + +
			PERFORM (2 = 2 + +
ATTACK BOI	NUS DAM	AGE CRITICAL	☐ Perform (,	2 = 2 + + +
211105	NOTES		☐ Profession (,	0 = 0 + + +
RANGE TYPE	NOTES		☐ RIDE ■	DEX	6 = 2 + 4 +
			☐ SEARCH ■	INT	0 = 0 + + +
AMMUNITION ==============================			□ Sense Motive ■ □ Sleight of Hand	WIS DEX*	1 = 2 + +
ATTACK BOI	NUS DAM	AGE CRITICAL	☐ Spellcraft	INT	0 = 0 + + + + + + + + + + + + + + + + +
			☐ SPOT ■ ☐ SURVIVAL ■	WIS WIS	4 = 0 + 4 +
RANGE TYPE	NOTES		☐ SWIM ■	WIS STR*	1 = 3 + +
			☐ TUMBLE	DEX*	1 = 2 + + +
AMMUNITION ODD ODD			☐ Use Magic Devic☐ Use Rope ■	E CHA DEX	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
ATTACK ATTACK BOI	NUS DAM	AGE CRITICAL			0 =+
Made	JAIN				0 = + +
RANGE TYPE	NOTES				++
			■ Denotes a skill that can be □ Mark this box with an X if	the skill is a class skill for	
			* Armor check penalty, if any,	upplies. (Double penalty	יסי איז מיתושב מידים.

					FEATS	SPELLS
CAMPAIGN					Endurance PG.	DOMAINS/SPECIALTY SCHOOL:
					Rapid Shot	
EXPERIENCE POINTS					Improved Initiative	0:
		G	EAR		Weapon Focus: Falchion	
ARMOR/PROTECTIVE IT	FM	-	TVD5	AAV DEV	Power Attack	1st:
Studded Leather			TYPE AC BONUS M	MAX DEX	Diehard	
CHECK PENALTY SPELL FAILUI		SPEED				
-1						
CHIEF DADDECTIVE ITE	_					2ND:
SHIELD/PROTECTIVE ITE	.MI	AC BO	BONUS WEIGHT CHECK PE	ENALTY		
SPELL FAILURE		9	SPECIAL PROPERTIES			
STEEL TAILORE			STECIAL PROPERTIES			3rd:
					SPECIAL ABILITIES	
PROTECTIVE ITEM	A	BON	NUS WEIGHT SPECIAL PROPE	RTIES	PG.	
					Favored Enemy: Humans	4TH:
PROTECTIVE ITEM	A	C BON	NUS WEIGHT SPECIAL PROPEI	RTIES	Track	
					Ī ———	
TO	ाः।	R PC	OSSESSIONS		i ———	STH:
ITEM	PG.			PG. WT.		
Enough Arrows			Pot: Cure Light x2			6тн:
Pot: Cure Serious x 1			No Loyalties			
Seductive Attitude						
						7тн:
						8тн:
						9тн:
					-	SPELL SAVE
						DC MOD
						ARCANE SPELL FAILURE 0 %
					-	CONDITIONAL MODIFIERS
					1	CONTINUE MODIFICA
					Ī	
					Ī ———	SPELLS SPELL LEVEL SPELLS BONUS PER DAY SPELLS
						0 0
			TOTAL WEIGHT CARRIED	0.0	1 ———	1ST
	_	_		_		2ND
					LANGUAGES	3RD
LIGHT MEDIUM LOAD LOAD		AVY AD	LIFT OVER LIFT OFF PUSH HEAD GROUND DRA	G	Initial languages = Common + racial	
			EQUALS 2× 5× MAX LOAD MAX LOAD MAX LO	DAD	languages + one per point of Int bonus	4TH
		MC	ONEY			STH
CP —						бтн
SP—						7TH
GP —						8TH
PP —						9TH
					_	

Generic Desert Bandit				DUN	GEONS	
CHARACTER NAME Ranger 2		PLAYER Human CN Inv		nvincible Sun		
CLASS AND LEVEL	RACE AI	LIGNMENT	DEITY		GONS	
$\frac{M}{\text{SIZE}}$ $\frac{M}{\text{AGE}}$ $\frac{M}{\text{GENDER}}$ HEIGHT	WEIGHT EYES	HAIR	CHA	RACTER R	RECORD SHEET	
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY	TOTAL WOL			NONLETHAL	SPEED	
SCORE MODIFIER SCORE MODIFIER	HP 16	JNDS/CURRENT HP		DAMAGE	SPEED	
DEV CONTRACTOR					DAMAGE REDUCTION	
DEXTERITY 2 ARM	IOR CLASS	ARMOR SHI	ELD DEX SIZE MODIFIER MODIFIER	NATURAL DEFLECTION MODIFIER] † [
CON 13 1	TOTAL	BONUS BOY	NUS MODIFIER MODIFIER	NATURAL DEFLECTIO ARMOR MODIFIE	R MODIFIER	
		FOOTED 13	SKILL	SKILL	MAX RANKS /	
WIS 10 0			SKILL NAME	KEY ABILITY	SKILL ABILITY RANKS MISC MODIFIER	
CHA 9 -1	NITIATIVE 2	= 2 +	_		0 = 0 + +	
CHARISMA 9 -1	TOTAL	DEX MISC MODIFIER MODIFIE	APPRAISE ■ □ BALANCE ■	INT DEX*	1 = 2 + +	
SAVING THROWS TOTAL SAVE MODIFIER MO	MAGIC MISC. TEMPORARY DDIFIER MODIFIER	CONDITIONAL MODIFIER		СНА	-1 =1 ++	
FORTITUDE 4 = 3 + 1 +	+ + +		☐ CLIMB ■	STR*	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	
REFLEX 5 = 3 + 2 +	+ + +		☐ CONCENTRATION ■ ☐ CRAFT ■ (CON) INT	0 = 0 + +	
WILL 0 = + 0 +			□ CRAFT ■ () INT	0 =++	
(WISDOM)			☐ CRAFT ■ () INT	0 = 0 + + +	
BASE ATTACK BONUS 2	SPELL	0%	□ Decipher Script□ Diplomacy ■	INT CHA	0 = 0 + + + + + + + + + + + + + + + + +	
DAGE AT TACK BOTTOS	RESISTANCE	070	☐ DISABLE DEVICE	INT	0 = 0 + +	
GRAPPLE 3 = 2	1 + 1 + + +		☐ DISGUISE ■	СНА	-1 = -1 + + +	
MODIFIER TOTAL BONUS BONUS	STRENGTH SIZE MODIFIER MODIFIER	MISC MODIFIER	☐ ESCAPE ARTIST ■ ☐ FORGERY ■	DEX*	1 = 2 + + +	
	MODIFIER MODIFIER	WODIFIER	☐ GATHER INFORMATION		-1 = -1 + +	
ATTACK BO	NUS DAMAGE	CRITICAL	☐ Handle Animal	СНА	0 + 1 +	
Longbow 4	1d8+1	x3	☐ HEAL ■	WIS DEX*	$\begin{vmatrix} 4 \\ 5 \end{vmatrix} = \begin{vmatrix} 0 \\ 2 \\ + \begin{vmatrix} 4 \\ 4 \end{vmatrix} + \begin{vmatrix} 4 \\ + \end{vmatrix}$	
RANGE TYPE	NOTES		☐ HIDE ■☐ INTIMIDATE ■☐	CHA	-1 = -1 + +	
100 P Mighty, F	avored Enemy, poi	son	JUMP ■	STR*	3 = 1 + 3 +	
AMMUNITION DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD			☐ KNOWLEDGE () INT	0 = 0 + + +	
ATTACK BO			☐ Knowledge () INT) INT	0 = 0 + +	
All IACK 55		CRITICAL	☐ Knowledge () INT	0 = 0 + +	
Spear 3	1d8+1	x3	☐ Knowledge () INT	0 = 0 + + + + + + + + + + + + + + + + +	
The state of the s	avored Enemy		☐ LISTEN ■ ☐ MOVE SILENTLY ■	WIS DEX*	5 = 2 + 4 +	
	•		☐ OPEN LOCK	DEX	2 = 2 + +	
AMMUNITION ==============================	LU UUUUD 00000 000		□ Perform (□ Perform (-1 = -1 + + + + + + + + + + + + + + + + + +	
ATTACK ATTACK BO	NUS DAMAGE	CRITICAL	☐ PERFORM (-1 =++	
			☐ Profession () wis	0 = 0 + +	
RANGE TYPE	NOTES	•	☐ PROFESSION () WIS	0 = 0 + + + + + + + + + + + + + + + + +	
			☐ KIDE ■ ☐ SEARCH ■	INT	0 = 0 + +	
AMMUNITION		00000	☐ Sense Motive ■	WIS	0 = 0 + +	
ATTACK ATTACK BO		CDITICAL	☐ SLEIGHT OF HAND	DEX*	1 = 2 + + +	
ATTACK BO	NUS DAMAGE	CRITICAL	☐ SPELLCRAFT ☐ SPOT ■	INT WIS	4 = 0 + 4 +	
RANGE TYPE	NOTES		☐ SURVIVAL ■	WIS	4 = 0 + 4 +	
			□ SWIM ■	STR*	-1 = 1 + + + + + + + + + + + + + + + + +	
AMMUNITION			■ TUMBLE □ USE MAGIC DEVICE	DEX*	-1 = -1 + + + + + + + + + + + + + + + + + +	
			☐ USE ROPE ■	DEX	2 =++	
ATTACK ATTACK BO	NUS DAMAGE	CRITICAL		ı	0 = + +	
					0 = + + +	
RANGE TYPE	NOTES	·	■ Denotes a skill that can be use	ed untrained		
			Mark this box with an X if the * Armor check penalty, if any, ap	skill is a class skill for		
				. , , , , , , , , , , , , , , , , , , ,		

		FEATS	SPELLS
CAMPAIGN		Rapid Shot PG.	DOMAINS/SPECIALTY SCHOOL:
		Point Blank Shot	
EXPERIENCE POINTS		Endurance	0:
	GEAR		
ARMOR/PROTECTIVE ITEM	TYPE AC PONIIS MAY DEV		1st:
Studded Leather	TYPE AC BONUS MAX DEX		
	SPEED WEIGHT SPECIAL PROPERTIES		
-1			
SHIELD/PROTECTIVE ITEM			2ND:
SHIELD/PROTECTIVE ITEM	AC BONUS WEIGHT CHECK PENALTY		
SPELL FAILURE	SPECIAL PROPERTIES		
STEEL TAILORE	SI BEINE I ROI ERITES		3rd:
		SPECIAL ABILITIES	
PROTECTIVE ITEM AC	BONUS WEIGHT SPECIAL PROPERTIES	PG.	
		Track Envered Enemy hymons	4тн:
PROTECTIVE ITEM AC	BONUS WEIGHT SPECIAL PROPERTIES	Favored Enemy: humans	
OTHER	R POSSESSIONS		5тн:
ITEM PG.	WT. ITEM PG. WT.		
Enough Arrows	Poisoned Arrows x 2		6тн:
Dirty Rags	Poison: DC18 1d8/1d8 CON		
Nasty Attitude	Dirty Sense of Humor		7тн:
			710.
			8тн:
			9тн:
			SPELL SAVE
			DC MOD
			ARCANE SPELL FAILURE 0 %
			CONDITIONAL MODIFIERS
			SPELLS SPELL KNOWN SAVE DC LEVEL SPELLS BONUS PER DAY SPELLS
			0 0
	TOTAL WEIGHT CARRIED 0.0		1ST
		-	2ND
		LANGUAGES	3RD
LIGHT MEDIUM HEA LOAD LOAD LOA	AD HEAD GROUND DRAG	Initial languages = Common + racial	4TH
	MAX LOAD MAX LOAD MAX LOAD	languages + one per point of Int bonus	
	MONEY		STH
CP —			6TH
SP —			7TH
GP —			8TH
PP —			9TH

Nakara, Son of the Sun				Du	IGEONS
Sorcerer 6	PLAYER Aasimar	CG	Immortal Sun		COME
CLASS AND LEVEL	RACE	ALIGNMENT	DEITY		MON3
$\frac{\text{M}}{\text{SIZE}} \qquad \frac{30}{\text{AGE}} \qquad \frac{\text{M}}{\text{GENDER}} \qquad {\text{HEIGHT}}$	WEIGHT EYES	HAIR	SKIN CHA	RACTER	RECORD SHEET
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY SCORE MODIFIER SCORE MODIFIER	TOTAL	WOUNDS/CURRENT HP		NONLETHAL DAMAGE	SPEED
STR STRENGTH 10 0	OINTS 31				
	13 = 1	0+	+ 3 + +	+	+ DAMAGE REDUCTION
CON 15 2	TOTAL	ARMOR SHII BONUS BON	ELD DEX SIZE NUS MODIFIER MODIFIER	NATURAL DEFLECT ARMOR MODIF	
INT 14 2 TO		AT-FOOTED 10	SKILL?	SKILI	MAX RANKS /
WIS 14 2	R CLASS 15	ARMOR CLASS	SKILL NAME	KEY ABILITY	SKILL ABILITY RANKS MODIFIER MODIFIER
WISDOM	MODIFIER 7		<u> </u>		2 = 2 + +
CHA 18 4	тот	AL DEX MISC MODIFIER MODIFIE	□ Appraise ■ □ Balance ■	INT DEX*	3 = 3 + +
SAVING THROWS TOTAL BASE ABILITY MACH	FIER MODIFIER MODIFIE		_	CHA	6 = 4 + 2 +
FORTITUDE 6 = 2 + 2 +	+ 2 +	11	☐ CLIMB ■	STR*	0 = 0 + + + +
REFLEX 5 = 2 + 3 +	+ + +	11	☐ CONCENTRATION ■ ☐ CRAFT ■ (CON) INT	2 = 2 + + +
(DEXTERNIT)	╡,├═╣┣	11	☐ CRAFT ■ () INT	2 = 2 + +
			☐ CRAFT ■ () INT	2 = 2 + + + + + + + + + + + + + + + + +
BASE ATTACK BONUS 3	SPELL	00/	☐ DECIPHER SCRIPT	INT	8 = 2 + 2 + 4 + 4 +
BASE ATTACK BONUS 3	RESISTAN	CE 0%	□ DIPLOMACY ■□ DISABLE DEVICE	CHA INT	2 = 2 + +
GRAPPLE 3 = 3	+ 0 +	1. [☐ Disguise ■	СНА	6 = 4 + 2 +
MODIFIER 3 BASE ATTACK	STRENGTH SIZE	MISC	☐ ESCAPE ARTIST ■	DEX*	3 = 3 + + +
BONUS	MODIFIER MODIFIER	R MODIFIER	☐ FORGERY ■☐ GATHER INFORMATION	INT ON ■ CHA	4 = 4 + +
ATTACK ATTACK BONU	JS DAMAG	E CRITICAL	■ □ HANDLE ANIMAL	CHA	4 = 4 + +
ATTACK BOTT	DAMING	СКІТІСАЕ	☐ HEAL ■	WIS	6 = 2 + 2 + 2
RANGE TYPE	NOTES		☐ HIDE ■ ☐ INTIMIDATE ■	DEX*	5 = 3 + 2 + 4 + 4
			☐ JUMP ■	CHA STR*	0 = 0 + +
AMMUNITION			☐ Knowledge () INT	2 = 2 + + +
AMMONITION			☐ Knowledge (2 = 2 + + +
ATTACK BONI	JS DAMAG	E CRITICAL	☐ KNOWLEDGE () INT) INT	2 = 2 + +
			☐ KNOWLEDGE () INT	2 = 2 + +
RANGE TYPE	NOTES	· ·	☐ LISTEN ■	WIS	6 = 2 + 2 + 2
			☐ Move Silently ■	DEX*	5 = 3 + 2 +
AMMUNITION			■ OPEN LOCK □ PERFORM (DEX) CHA	4 = 4 + +
ATTACK ATTACK RONI			☐ Perform (4 = 4 + + +
ATTACK BONU	JS DAMAG	E CRITICAL	☐ PERFORM (,	4 = 4 + +
			☐ Profession (,	2 = 2 + + +
RANGE TYPE	NOTES		☐ RIDE ■) wis	3 = 3 + +
			☐ SEARCH ■	INT	2 = 2 + + +
AMMUNITION			☐ Sense Motive ■	WIS	$\begin{vmatrix} 2 \\ 3 \end{vmatrix} = \frac{2}{3} + \frac{1}{4} + $
ATTACK ATTACK BONU	JS DAMAG	E CRITICAL	☐ SLEIGHT OF HAND ☐ SPELLCRAFT	DEX*	2 = 2 + +
ATTACK BOTT	DAINIAG	CRITICAL	□ SPOT ■	WIS	6 = 2 + 2 + 2
RANGE TYPE	NOTES		☐ SURVIVAL ■	WIS	2 = 2 + + +
			□ SWIM ■	STR*	0 = 0 + + + + + + + + + + + + + + + + +
AMMINITION			■ TUMBLE □ USE MAGIC DEVICE	DEX*	4 = 4 + +
AMMUNITION ===============================			☐ Use Rope ■	DEX	3 = 3 + + + + + + + + + + + + + + + + +
ATTACK ATTACK BONI	JS DAMAG	E CRITICAL			0 =+
			T		0 = + +
RANGE TYPE	NOTES				
			■ Denotes a skill that can be use☐ Mark this box with an X if the	skill is a class skill fo	
			* Armor check penalty, if any, ap	plies. (Double penalt	y for Swim.)

ARMOR/PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES SPECIAL ABILITIES PROTECTIVE ITEM AC BONUS WEIGHT CHECK PENALTY SPELL FAILURE SPECIAL PROPERTIES SPECIAL PROPERTIES SPECIAL PROPERTIES SPECIAL ABILITIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES SPECIAL PROPERTIES SPECIAL ABILITIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES SPECIAL ABILITIES Daylight 1/day Darkvision 60 feet Resistance acid, cold, elee 5 STH: TIEM PC. WT. ITEM PC. WT. TIEM PC. ITEM POIL INVISIBILITY Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Healing Kit Healing Kit Frii. STH:
COMBAT CASTING COMBAT CASTING
ARMOR/PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES SPECIAL ABILLITIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES SPECIAL ABILLITIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES SPECIAL ABILLITIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES SPECIAL ABILLITIES Daylight 1/day Darkvision 60 feet Resistance acid, cold, elec 5 TIEM AC BONUS WEIGHT SPECIAL PROPERTIES OTHER POSSESSIONS TIEM PG. WT. ITEM AC BONUS WEIGHT SPECIAL PROPERTIES FO. Daylight 1/day Darkvision 60 feet Resistance acid, cold, elec 5 STH: Healing Kit Healing Kit FINE FIN
ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX 9 CHECK PENALTY SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES SHIELD/PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES SPECIAL ROPERTIES SPECIAL ROPERTIES SPECIAL ABILITIES PG. Daylight Mac Bonus Weight SPECIAL PROPERTIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES Daylight 1/day Darkvision 60 feet Resistance acid, cold, elee 5 OTHER POSSESSIONS ITEM PC. WT. ITEM PC. WT. Anti-toxin x 2 Pot: Mirror Image Pot: Lovisibility Pot: Lovis Spirit Healing Kit Properties Pacifistic Spirit Properties Pro
ARMOR/PROTECTIVE ITEM TYPE AC BONUS AC BONUS SPECIAL PROPERTIES SHIELD/PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES SPECIAL ABILITIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES SPECIAL ABILITIES Daylight I/day Darkvision 60 feet Resistance acid, cold, elec 5 TIEM PC. WT. ITEM AC BONUS POT: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit AC BONUS MAX DEX 9 WEIGHT SPECIAL PROPERTIES SPECIAL ABILITIES FC. Daylight I/day Darkvision 60 feet Resistance acid, cold, elec 5 STH: THE POT: Mirror Image Pot: Mirror Image Pot: Invisibility Pot: Mirror Image Pot: Invisibility Frie: STH:
CHECK PENALTY SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES SHIELD/PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES Daylight 1/day Darkvision 60 feet Resistance acid, cold, elec 5 OTHER POSSESSIONS ITEM PG. WT. ITEM PG. WT. Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit First Pacifistic Spirit Pacific Spirit Properties Properties Pot: Mirror Image Pot: Mirror Image Pot: Invisibility Pacifistic Spirit Pac
SHIELD/PROTECTIVE ITEM AC BONUS WEIGHT CHECK PENALTY SPELL FAILURE SPECIAL PROPERTIES SPECIAL ABILITIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES SPECIAL ABILITIES Daylight I/day Darkvision 60 feet Resistance acid, cold, elee 5 OTHER POSSESSIONS ITEM PG. Wt. ITEM PG. Wt. Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit FINE SPECIAL PROPERTIES SPECIAL ABILITIES PC. Daylight I/day Darkvision 60 feet Resistance acid, cold, elee 5 STH: ST
SHIELD/PROTECTIVE ITEM AC BONUS WEIGHT CHECK PENALTY SPELL FAILURE SPECIAL PROPERTIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES OTHER POSSESSIONS ITEM PC. WT. ITEM PG. WT. Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit FIG. WT. FIG. W
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PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES PG. Daylight 1/day Darkvision 60 feet Resistance acid, cold, elec 5 OTHER POSSESSIONS ITEM PG. WT. ITEM PG. WT. Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit SPECIAL ABILITIES PG. Daylight 1/day Darkvision 60 feet Resistance acid, cold, elec 5
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PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES Daylight 1/day Darkvision 60 feet Resistance acid, cold, elec 5 OTHER POSSESSIONS ITEM PG. WT. ITEM PG. WT. Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit SPECIAL ABILITIES PG. Daylight 1/day Darkvision 60 feet Resistance acid, cold, elec 5
PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES OTHER POSSESSIONS ITEM PG. WT. ITEM PG. WT. Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit Fig. WT. Fig. WT. The possession Pot: Invisibility Pot: Invisibility Shining Eyes Pacifistic Spirit Fig. Daylight 1/day ATH: WTH: WTH:
PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES OTHER POSSESSIONS ITEM PG. WT. ITEM PG. WT. Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit Fig. Fig. Fig. Fig. Fig. The properties Daylight 1/day Darkvision 60 feet Resistance acid, cold, elec 5
PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES Resistance acid, cold, elec 5 STH: Resistance acid, cold, elec 5 STH: Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit The state of the state
OTHER POSSESSIONS ITEM PG. WT. ITEM PG. WT. Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit Resistance acid, cold, elec 5
OTHER POSSESSIONS ITEM PG. WT. ITEM PG. WT. Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit 7th:
OTHER POSSESSIONS ITEM PG. WT. ITEM PG. WT. Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit 7th:
Anti-toxin x 2 Pot: Mirror Image Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit 7th:
Pot: Cure Serious Pot: Invisibility Shining Eyes Pacifistic Spirit Healing Kit 7th: 8th:
Shining Eyes Pacifistic Spirit Healing Kit 7TH:
Healing Kit
8TH:
9тн:
,
SPELL SAVE
DC MOD
ARCANE SPELL FAILURE 0 %
CONDITIONAL MODIFIERS
SPELLS SPELL SPELLS BONUS
KNOWN SAVE DC SPELLS SPELLS BONUS
TOTAL WEIGHT CARRIED 0.0 4 15 1ST 7
2 16 2ND 6
LIGHT MEDIUM HEAVY LIFT OVER LIFT OFF PUSH OR LANGUAGES 1 17 3RD 4
LOAD LOAD LOAD HEAD GROUND DRAG FOUALS 2 × 5 × languages = Common + racial
MAX LOAD MAX LOAD MAX LOAD
MOREI
SP—
PP

Talqan the Bandit Chief				DUN	GEONS
CHARACTER NAME Ranger 6	_{PLAYER} Human	CN	Invincible Sun	JODA	COMIC®
CLASS AND LEVEL	RACE	ALIGNMENT			
$\frac{M}{SIZE}$ $\frac{29}{AGE}$ $\frac{M}{GENDER}$	HEIGHT WEIGHT	EYES HAIF		IARACTER R	ECORD SHEET
ARILITY ARILITY TEMPOR	ADV TEADODADY			NONLETHAL	60550
ABILITY NAME SCORE MODIFIER SCOR	E MODIFIER TOTA	WOUNDS/CURREN	ГНР	DAMAGE	SPEED
STR STRENGTH 16 3	HP HIT POINTS 56	<u> </u>			
DEX 18 4	AC ARMOR CLASS 20	= 10+ 4	+ 1 + 4 +	+ +	+ 1 DAMAGE REDUCTION
CON 16 3	TOTA	L ARMOR BONUS	SHIELD DEX SIZE BONUS MODIFIER MODIFIER	NATURAL DEFLECTIO ARMOR MODIFIER	N MISC MODIFIER
INT 10 0	TOUCH 15	FLAT-FOOTED	16	SKILL!	MAX RANKS /
	ARMOR CLASS	ARMOR CLASS	×	KEY	SKILL ABILITY DANKS MISC
WIS 10 0	INITIATIVE	4 = 4 +	SKILL NAME	ABILITY	MODIFIER MODIFIER RAINKS MODIFIER
CHA 9 -1	MODIFIER	TOTAL DEX MODIFIER	MISC ☐ APPRAISE ■ MODIFIER	INT	0 = 0 + +
		TEMPORARY	☐ BALANCE ■	DEX*	2 = 4 + + +
FORTITUDE S	SAVE MODIFIER MODIFIER MODIFIER + + + + + + + + + + + + + + + + + + +	MODIFIER	□ Bluff ■	CHA STR*	5 = 3 + 4 +
(constitution)		-	☐ CONCENTRATION		3 = 3 + +
REFLEX (DEXTERITY) 9 =	5 + 4 + + +		☐ CRAFT ■ () INT	0 = 0 + + +
WILL (WISDOM) =	2 + 0 + + +		□ CRAFT ■ () INT	0 = 0 + + +
(WISBOW)			□ CRAFT ■ (□ DECIPHER SCRIPT) INT	0 = 0 + +
BASE ATTACK BON		PELL STANCE 0%	☐ DIPLOMACY ■	СНА	-1 = -1 + +
	KESI	STANCE	☐ DISABLE DEVICE	INT	0 = 0 + +
GRAPPLE 9	= 6 + 3 +		☐ DISGUISE ■	СНА	-1 = -1 + + +
MODIFIER		SIZE MISC MODIFIER MODIFIER	☐ ESCAPE ARTIST ■ ☐ FORGERY ■	DEX*	2 = 4 + + +
	BONOS MODIFIER	MODIFIER MODIFIER	☐ GATHER INFORMA	INT ATION ■ CHA	-1 = -1 + +
ATTACK	ATTACK BONUS	DAMAGE CRITI		СНА	-1 =1 ++
Kukri		d4+3 18-	20 □ HEAL ■	WIS	4 = 0 + 4 + 4 + 6 +
RANGE TYPE	NOTES	4119 10	☐ HIDE ■	DEX*	8 = 4 + 6 +
	Remember poison & Fa	vored Enemy	☐ ÎNTIMIDATE ■ ☐ JUMP ■	CHA STR*	5 = 3 + 4 +
AMMUNITION		<u> </u>	/ ☐ Knowledge () INT	0 =++
AMMONITION	00000 00000 00000 00		☐ KNOWLEDGE () INT	0 = 0 + + +
ATTACK	ATTACK BONUS	DAMAGE CRITI	CAL KNOWLEDGE () INT) INT	0 = 0 + + +
Akimbo Kukri	9 1	d4+3 18-	20 \square Knowledge (\square) INT	0 = 0 + +
RANGE TYPE	NOTES		☐ LISTEN ■	wis	6 = 0 + 6 +
S At	ttacks 9/9/5/5 + poison,	favored enemy		Г	8 = 4 + 6 +
AMMUNITION			—— □ OPEN LOCK □ □ PERFORM () CHA	-1 = -1 + +
					-1 = -1 + +
ATTACK		DAMAGE CRITI	CAL PERFORM () СНА	-1 = -1 + +
Longbow		d8+3 x3		, ,	0 = 0 + + +
RANGE TYPE	NOTES		☐ Profession () WIS	8 = 4 + 4 +
	Mighty, Favored Ene	my, poison	☐ SEARCH ■	INT	4 = 0 + 4 +
AMMUNITION			☐ SENSE MOTIVE ■	wis	2 = 0 + 2 +
ATTACK			SLEIGHT OF HAN		2 = 4 + + +
ATTACK	ATTACK BONUS	DAMAGE CRITI	CAL □ SPELLCRAFT □ SPOT ■	INT WIS	6 = 0 + 6 +
DANICE TYPE	Notes		☐ SURVIVAL ■	WIS	4 = 0 + 4 +
RANGE TYPE	NOTES		_ Swim ■	STR*	-1 = 3 + +
			□ Тимвіе	DEX*	2 = 4 + + +
AMMUNITION	00000 00000 00000 00		☐ USE MAGIC DEVIC	CE CHA	8 = 4 + 4 +
ATTACK	ATTACK BONUS [DAMAGE CRITI			0 =+
	ATTACK BONUS	CRITI			0 =+
RANGE TYPE	NOTES				0 =+
KANGE FIFE	NOTES		■ Denotes a skill that can be		
			☐ Mark this box with an X * Armor check penalty, if an		

						FEATS			SPELLS		
CAMPAIGN						Improved Two Weapon PG.		DOMAINS	S/SPECIALTY S	CHOOL:	
						Endurance					
EXPERIENCE POINTS						Weapon Focus Kukri	0:				
		G	GEAR			Two-Weapon Defence					
ARMOR/PROTECTIVE IT	FM					Dodge	1sт:				
Chain Shirt			TYPE AC BONUS LA 4	MAX 4		Diehard					
CHECK PENALTY SPELL FAILU	RE :	SPEED		•							
-2											
CHIEF DANGE CTIVE ITE							2nd:				
SHIELD/PROTECTIVE ITE	·M		BONUS WEIGHT CHECK F	PENAL	.TY						
SPELL FAILURE			1 SPECIAL PROPERTIES								
STEEL TAILORE			STECIAL FROTERFIES				3RD:				
	_					SPECIAL ABILITIES					
PROTECTIVE ITEM	A	BON	NUS WEIGHT SPECIAL PROP	ERTIE	S	PG.					
						Track	4тн:				
PROTECTIVE ITEM	A	C BON	NUS WEIGHT SPECIAL PROP	ERTIE	s	Favored Enemy: Humans (+4)					
						Favored Enemy: Animals					
01	1213	R PC	OSSESSIONS				5тн:				
ITEM	PG.			PG.	WT.						
Anti-toxin			Pot: Cure Serious				6тн:				
Enough Arrows			Poison x 4								
Masterwork Kukri x 2			Poison: DC18 1d8/1d8 CON								
Anger Issues			Nasty Scars				7тн:				
							8тн:				
							9тн:				
								SDFI	L SAVE		\neg
			 					Jr LL	JAVE	DC M	 od
							ARC	ANE SPE	LL FAILU	JRE 0	%
								NAL MODIFIERS			
							CONDITION	VAC MODIFIERS			
							SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
									0		0
			TOTAL WEIGHT CARRIED	0	.0				1ST		
				$\overline{}$					2ND		
				0		LANGUAGES			3RD		
LIGHT MEDIUM LOAD LOAD		AVY AD	HEAD GROUND DR	H OR PAG		Initial languages = Common + racial					
				× LOAD		languages + one per point of Int bonus			4TH		
		МС	ONEY						5TH		
CP —									6TH		
SP—									7TH		
GP —									8TH		
PP —									9TH		
								لـــــــا		ш	