PLAYER NAME DATE CHARACTER BEGAN		ADYANCED D Player Character Reco	& D TM ord		#
CHARACTER NAME			CHARACT	ER SKETCH	
	LEV				
121021		NMENT:			
PATRON DEITY: ————————————————————————————————————	RELI	GION:			
2					
MOVE BASE CONCEALED	CLIMBING	SPECIAL MOVE			
ABILITIES:	L VISION	LISTENING			
S % HIT DAM ADJ. STRENGTH	OPEN BEND BARS				
I ADD. % KNOW SPELL INTELLIGENCE	MIN. # MAX. # SPELLS		NG THROW ADJUSTMENTS:	CONDITION	Paralyzation/ Poison—
WISDOM SPELL BONUS	% SPELL FAILURE				Petrification/ Polymorph—
D REACTION MISSILE ADJ.	DEFENSE ADJ.	RESISTANCES:			Rod, Staff or Wand—
C HIT POINT SYSTEM SHOCK	M RESURRECT. SURVIVAL	DETECTION:			- Breath (
CONSTITUTION CH MAX. # LOYAL' HENCHMEN BASE	TY REACTION ADJ.	LANGUAGES:			Weapon— \
CHARISMA (M RESPONSE		PSIONICS: — ATK. STR./DEF. ST			· Spells— (
ICIVIII			R. ATTACK MODES I	EFENSE MODES	
COMELINESS		MAJOR DISCIPLINES	R. ATTACK MODES D	EFENSE MODES	
COMBAT*	Hinka dayi		R. ATTACK MODES E	EFENSE MODES	
COMBAT	The Mode disent	MAJOR DISCIPLINES MINOR DISCIPLINES WEAPONS OF	PROFICIENCY:		ICIENCY PENALTY
COMBAT ARMOR WORN AC		MAJOR DISCIPLINES MINOR DISCIPLINES WEAPONS OF N OF ARMOR	PROFICIENCY:		ICIENCY PENALTY
ARMOR WORN AC DEX. ADJ. MAGICAL AD.	J. SHIELDLESS AC	MAJOR DISCIPLINES MINOR DISCIPLINES WEAPONS OF N OF ARMOR REAR AC COMBAT ADJUST	PROFICIENCY:	NON-PROF	
ARMOR WORN AC DEX. ADJ. MAGICAL AD.	J. SHIELDLESS AC	MAJOR DISCIPLINES MINOR DISCIPLINES WEAPONS OF N OF ARMOR	PROFICIENCY:		ICIENCY PENALTY DAMAGE ADJ.
ARMOR WORN AC DEX. ADJ. MAGICAL AD. CONST. ADJ. HIT DII WOUNDS:	SHIELDLESS AC SPECIAL AI	MAJOR DISCIPLINES WEAPONS OF N OF ARMOR REAR AC COMBAT ADJUS DJUSTMENTS	PROFICIENCY: NUMBER STMENTS: Totals: "To	NON-PROFI	DAMAGE ADJ.
ARMOR WORN AC DEX. ADJ. MAGICAL AD. CONST. ADJ. HIT DIE Wounds:	J. SHIELDLESS AC	MAJOR DISCIPLINES WEAPONS OF N OF ARMOR REAR AC COMBAT ADJUS DJUSTMENTS	PROFICIENCY:	NON-PROFI	DAMAGE ADJ. CONDITION
ARMOR WORN ARMOR WORN AC DEX. ADJ. MAGICAL AD, (ONST. ADJ. HIT DIE WOUNDS: SURPRISE DEX. ADJUST.	SHIELDLESS AC SPECIAL AI	MAJOR DISCIPLINES WEAPONS OF WEAPONS OF REAR AC COMBAT ADJUS DJUSTMENTS KS ADJUST. #/-	PROFICIENCY: NUMBER Totals: "To CONDITION ADJUSTED TO HIT ARM	NON-PROFI	DAMAGE ADJ.
ARMOR WORN AC DEX. ADJ. MAGICAL AD. CONST. ADJ. HIT DII WOUNDS:	SHIELDLESS AC SPECIAL AI REAR ATTAC	MAJOR DISCIPLINES WEAPONS OF WEAPONS OF REAR AC COMBAT ADJUS DJUSTMENTS KS ADJUST. #/-	PROFICIENCY: NUMBER Totals: "To CONDITION ADJUSTED TO HIT ARM	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE
ARMOR WORN ARMOR WORN AC DEX. ADJ. MAGICAL AD. CONST. ADJ. HIT DIE HIT POINTS WEAPON IN HAND WEAPONLESS COMBAT:	SHIELDLESS AC SPECIAL AI REAR ATTAC	MAJOR DISCIPLINES WEAPONS OF WEAPONS OF REAR AC COMBAT ADJUS DJUSTMENTS KS ADJUST. #/-	PROFICIENCY: NUMBER Totals: "To CONDITION ADJUSTED TO HIT ARM	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE
ARMOR WORN ARMOR WORN AC DEX. ADJ. MAGICAL AD. CONST. ADJ. HIT DI WOUNDS: WEAPON IN HAND	SHIELDLESS AC SPECIAL AI REAR ATTAC	MAJOR DISCIPLINES WEAPONS OF WEAPONS OF REAR AC COMBAT ADJUS DJUSTMENTS KS ADJUST. #/-	PROFICIENCY: NUMBER Totals: "To CONDITION ADJUSTED TO HIT ARM	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE
ARMOR WORN ARMOR WORN AC DEX. ADJ. MAGICAL AD. CONST. ADJ. HIT DIE HIT POINTS WEAPON IN HAND WEAPONLESS COMBAT:	SHIELDLESS AC SPECIAL AI REAR ATTAC	MAJOR DISCIPLINES WEAPONS OF WEAPONS OF REAR AC COMBAT ADJUS DJUSTMENTS KS ADJUST. #/-	PROFICIENCY: NUMBER Totals: "To CONDITION ADJUSTED TO HIT ARM	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE
ARMOR WORN ARMOR WORN AC DEX. ADJ. MAGICAL AD. CONST. ADJ. HIT DIE WOUND WOUNDS: WEAPON IN HAND WEAPONLESS COMBAT: ITIACK ADJ/DAMAGE ADJ/DEFENSE ADJ UMMELING RAPPLING	SHIELDLESS AC E TYPE SPECIAL AI REAR ATTAC WEAPON MA AD	MAJOR DISCIPLINES MINOR DISCIPLINES WEAPONS OF REAR AC COMBAT ADJUS DJUSTMENTS KS ADJUST. #/- GG. SPACE REQUIRED/ JJ. RANGE SPEED	PROFICIENCY: NUMBER Totals: "To CONDITION ADJUSTED TO HIT ARM	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE
ARMOR WORN ARMOR WORN ARMOR WORN AC DEX. ADJ. * MAGICAL AD. WAGICAL AD. HIT DIE WOUNDS: WEAPON IN HAND WEAPONLESS COMBAT: ITACK ADJ/DAMAGE ADJ/DEFENSE ADJ UMMELING RAPPLING GIANTINA COMBATINA C	SHIELDLESS AC E TYPE SPECIAL AI REAR ATTAC WEAPON MA AD UILD/ORDER:	MAJOR DISCIPLINES WEAPONS OF WEAPONS OF REAR AC COMBAT ADJUS DJUSTMENTS KS ADJUST. F/- G. SPACE REQUIRED/ J. RANGE SPEED SPECIAL	PROFICIENCY: NUMBER Totals: "To CONDITION ADJUSTED TO HIT ARM	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE S-M/L
ARMOR WORN ARMOR WORN AC DEX. ADJ. MAGICAL AD. CONST. ADJ. HIT DIE HIT POINTS WEAPON IN HAND WEAPON IN HAND WEAPONLESS COMBAT: TTACK ADJ/DAMAGE ADJ/DEFENSE ADJ UMMELING GRAPPLING GRAPPLI	SHIELDLESS AC E TYPE SPECIAL AI REAR ATTAC WEAPON MA AD UILD/ORDER: UPERIOR:	MAJOR DISCIPLINES WEAPONS OF WEAPONS OF REAR AC COMBAT ADJUS DJUSTMENTS KS ADJUST. #/- G. SPACE REQUIRED/ BJ. RANGE SPEED SPECIAL	PROFICIENCY: NUMBER STMENTS: Totals: "To CONDITION ADJUSTED TO HIT ARM 10 9 8 7 6 5	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE S-M/L
ARMOR WORN ARMOR WORN ARMOR WORN AC DEX. ADJ. * MAGICAL AD. WAGICAL AD. HIT DIE WOUNDS: WEAPON IN HAND WEAPONLESS COMBAT: ITACK ADJ/DAMAGE ADJ/DEFENSE ADJ UMMELING RAPPLING GIANTINA COMBATINA C	SHIELDLESS AC E TYPE SPECIAL AI REAR ATTAC WEAPON MA WEAPON AD UILD/ORDER: UPERIOR:	MAJOR DISCIPLINES WEAPONS OF WEAPONS OF REAR AC COMBAT ADJUS DJUSTMENTS KS ADJUST. #/- G. SPACE REQUIRED/ BJ. RANGE SPEED SPECIAL	PROFICIENCY: NUMBER STMENTS: Totals: "To CONDITION ADJUSTED TO HIT ARM 10 9 8 7 6 5	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE S-M/L
ARMOR WORN ARMOR WORN AC DEX. ADJ. MAGICAL AD. CONST. ADJ. HIT DIE HIT POINTS WEAPON IN HAND WEAPON IN HAND WEAPONLESS COMBAT: TTACK ADJ/DAMAGE ADJ/DEFENSE ADJ UMMELING GRAPPLING WERBEARING SI WORALE Rank in Guild/Order: CONTACTS:	SHIELDLESS AC SPECIAL AI REAR ATTAC WEAPON AD UILD/ORDER: UPERIOR: NAME OR PSEUDONYM	MAJOR DISCIPLINES WEAPONS OF WEAPONS OF REAR AC COMBAT ADJUST DJUSTMENTS KS ADJUST. #/- G. SPACE REQUIRED/ JJ. RANGE SPEED SPECIAL SPECIAL OCCUPATION	PROFICIENCY: NUMBER STMENTS: Totals: "To CONDITION	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE S-M/L
ARMOR WORN ARMOR WORN AC DEX. ADJ. MAGICAL AD. CONST. ADJ. HIT DI WOUNDS: WEAPON IN HAND WEAPONLESS COMBAT: ITACK ADJ/DAMAGE ADJ/DEFENSE ADJ UMMELING WERBEARING SI WERBEARING SI RANK in Guild/Order:	SHIELDLESS AC SPECIAL AI REAR ATTAC WEAPON AD UILD/ORDER: UPERIOR: NAME OR PSEUDONYM	MAJOR DISCIPLINES WEAPONS OF WEAPONS OF REAR AC COMBAT ADJUST DJUSTMENTS KS ADJUST. #/- G. SPACE REQUIRED/ JJ. RANGE SPEED SPECIAL SPECIAL OCCUPATION	PROFICIENCY: NUMBER STMENTS: Totals: "To CONDITION ADJUSTED TO HIT ARM 10 9 8 7 6 5	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE S-M/L
ARMOR WORN ARMOR WORN ARMOR WORN AC DEX. ADJ. MAGICAL AD. HIT DII WOUND S: WEAPON IN HAND WEAPONLESS COMBAT: TTACK ADJ/DAMAGE ADJ/DEFENSE ADJ UMMELING GRAPPLING WERBEARING SIRAPPLING CONTACTS: NAME OR PSEUDONYM OCCUPATION	SHIELDLESS AC SPECIAL AI REAR ATTAC WEAPON AD UILD/ORDER: UPERIOR: NAME OR PSEUDONYM	MAJOR DISCIPLINES WEAPONS OF WEAPONS OF REAR AC COMBAT ADJUST DJUSTMENTS KS ADJUST. #/- G. SPACE REQUIRED/ JJ. RANGE SPEED SPECIAL SPECIAL OCCUPATION	PROFICIENCY: NUMBER STMENTS: Totals: "To CONDITION	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE S-M/L
ARMOR WORN ARMOR WORN ARMOR WORN AC DEX. ADJ. MAGICAL AD. CONST. ADJ. HIT DIE WOUND WOUND HIT DIE WEAPON IN HAND WEAPONLESS COMBAT: TTACK ADJ/DAMAGE ADJ/DEFENSE ADJ UMMELING GRAPPLING WERBEARING SI WORALE CONTACTS: NAME OR PSEUDONYM OCCUPATION DISGUISES: HIEVING SKILLS:	SHIELDLESS AC E TYPE SPECIAL AI REAR ATTAC WEAPON MA AD UILD/ORDER: UPERIOR: NAME OR PSEUDONYM NAME OR PSEUDONYM	MAJOR DISCIPLINES WEAPONS OF REAR AC DJUSTMENTS KS ADJUST. KS ADJUST. KS ADJUST. WEAPONS OF REAR AC COMBAT ADJUST SPECIAL SPECIAL SPECIAL OCCUPATION SPECIAL	PROFICIENCY: NUMBER STMENTS: Totals: "To CONDITION	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE S-M/L CE ONLY PER LOCK OR 1
ARMOR WORN ARMOR WORN ARMOR WORN AC DEX. ADJ. MAGICAL AD. (HIT DIE WOUND WOUND S: WEAPON IN HAND WEAPONLESS COMBAT: ITTACK ADJ/DAMAGE ADJ/DEFENSE ADJ UMMELING BRAPPLING WERBEARING SI WORALE CONTACTS: NAME OR PSEUDONYM OCCUPATION DISGUISES:	SHIELDLESS AC SPECIAL AI REAR ATTAC WEAPON AD UILD/ORDER: UPERIOR: NAME OR PSEUDONYM	MAJOR DISCIPLINES WEAPONS OF WEAPONS OF REAR AC COMBAT ADJUST DJUSTMENTS KS ADJUST. #/- G. SPACE REQUIRED/ JJ. RANGE SPEED SPECIAL SPECIAL OCCUPATION	PROFICIENCY: NUMBER STMENTS: Totals: "To CONDITION	NON-PROFI	DAMAGE ADJ. CONDITION DAMAGE VS SIZE S-M/L

POSSESSIONS:

	LEFT SIDE		CENTER OR BACK					RIGHT SIDE						
ITEM	LOCATIO	N V	VEIGHT	ITEM		LO	CATION	W	EIGHT	I	TEM	L	OCATION	WEIGHT
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	1	DAD VS.								ļ				
ENCUMBRANCE:	STR. ADJ.	OVE RATI	E: NOPA	MAL = 1 HE	AVY = 3/4		OADED -	1/2 - MAX	VIMIIM - I	<u> </u>	Total	Weight Car	ried	
Provisions:								_					-	
	SUPPLY	USED		ARRYING — APACITY:	CON	TAINER		MAX. VO	DL. LOA	<u> </u>	C	ONTAINER	MAX. VOL	LOAD
Water:SUPPLY		ED		_	CON	TAINER		MAX. V	OL. LOA	D –	C	ONTAINER		L. LOAD
Sirano Contraction	MU								_					
MAGIC ITEMS	The Company of the Co													
War and War an														
WEALTH:	TOTAL WEIGH	IT		TOTAL VA	LITE			EXPERI	FNCF P	OINTS	· NEX	T LEVEL G	OAI.	
	TOTAL WEIGH	••		IOIAL VA	LUE			REASURI		COMB		OTHER		AL: +%
COPPER-			GEMS-											
SILVER-			JEWELS	_										
ELECTRUM-														
			MISCLE	LANEOUS-										
GOLD-														
PLATINUM-														
DERTS OWEI	D/OBLIGATIONS													
DLDIO GWLL	, 022101110110													
DESCRIP	TION: AGE	<u> </u>)						OR OF:				
		_		APPARENT	AGE	UNN	NATURA	L AGING	ì		HA	AIR	EY	ES
SEX GENERA	L APPEARANCE:													
WEIGHT														
DISTING	UISHING MARKS:													
HEIGHT MANNER	IISMS:													
SOCIAL CLASS (if any)	STANDING (if	anul	WEAKNESS	SEC/EEAD										
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HATREDS/FOES						DES	SIRES/LO	VES						
COMPATRIOTS: 1	CLASS	LEVEL	elatives RACE	NOTE	F.	#	NAME		1 0	LASS	LEVEL	DAGE	Nor	re-
			12.02	NOIL		"	TWAITE		 	LASS	LEVEL	RACE	NOT	23
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LOCALES FREQUEN	TED/RESIDENCE	l				11					<u> </u>			
LOCATION TIME/CO														
LOCATION TIME/CO	DITION DE	IAILS			1	LOCATIO	ON TI	ME/CONI	DITION	DETAIL	LS			
RESIDENCE	LOCATIO	ON	DETA	ILS										
NOTES:			2211	-										
WILL: $\mathcal{I}_{\underline{}}$		do hereb	y											
			U											