ows:	Magic-Usen
SIZE	TEUSIONIST
9TH	

PLA	AYER NAME		ADVANCE		TM			#CAMP.
DATE	E CHARACTER BEGAN		Player Char	acter Record				
					CHARACTER	БКЕТСН		
	CHARACTER NAME	LE						
	CLASS:		/EL: GNMENT:					
	PATRON DEITY: —		JOINIENT: ————————————————————————————————————					
یہ	PLACE OF ORIGIN:							
Ţ								
	CONCEALED  MOVE BASE	CLIMBING	SPECIAL MOVE					
	SECONDARY SKILL ABILITIES:	VISION	LISTENING					
		OPEN BEND	$\neg$					
	STRENGTH	OPEN BEND BARS						
	I ADD. % KNOW SPELL S	MIN. # MAX. # SPELLS		SAVING THROUS CONDITION	V ADJUSTMENTS: +/- CO!	DITION		SAVING THROW Paralyzation/
	INTELLIGENCE		<b>= -</b> =					Poison—
	W MAGICAL ATK. ADJ. SPELL BONUS	% SPELL FAILURE						Petrification/
	WISDOM  REACTION MISSILE ADJ.	DEFENSE						Polymorph—\
	D ADJ. ADJ.  DEXTERITY	ADJ.	RESISTANCE	S:				Rod, Staff or Wand—
	C HIT POINT SYSTEM SHOCK	RESURRECT. SURVIVAL	DETECTION:					Breath (
	CONSTITUTION  MAX. # LOYALTY	REACTION	LANGUAGES:					Weapon— \
	CH MAX. # LOYALTY BASE CHARISMA	ADJ.						Spells— (
	CHANISMA		PSIONICS: _					
	CM RESPONSE		AT	K. STR./DEF. STR. ATTAC	CK MODES DEFI	NSE MODE	ES	
	CM RESPONSE COMELINESS		MAJOR DISCIPLI		CK MODES DEFI	ENSE MODE	ES	
*C		Hede the	AT	NES	CK MODES DEFI	ENSE MODE	ES	
*C	COMBAT*	Waka stavi	MAJOR DISCIPLI  MINOR DISCIPLIN	NES	ZIENCY:			PIFNCY PENALTY
	COMBAT*  ARMOR WORN  AC BASE		MAJOR DISCIPLI  MINOR DISCIPLI  W ON OF ARMOR	NES				SIENCY PENALTY
*C	COMELINESS  COMBAT*  ARMOR WORN  AC BASE  DEX. ADJ. * MAGICAL ADJ.	SHIELDLESS AC	MAJOR DISCIPLIN W. W. ON OF ARMOR REAR AC CO.	NES	DIENCY:	NO		
	COMELINESS  COMBAT*  ARMOR WORN  AC BASE  DEX. ADJ.  MAGICAL ADJ.  HIT DIE TYP.  Wounds:	SHIELDLESS AC	MAJOR DISCIPLING WINOR DISCIPLING WINOR OF ARMOR	nes ies EAPONS OF PROFIC	DIENCY:			DENCY PENALTY  DAMAGE ADJ.
	COMBAT*  ARMOR WORN  AC BASE  DEX. ADJ. MAGICAL ADJ.  CONST. ADJ. HIT DIE TYP.	SHIELDLESS AC	MAJOR DISCIPLIN W. W. ON OF ARMOR REAR AC CO.	nes ies EAPONS OF PROFIC	DIENCY:	NO		
HIT	COMELINESS  COMBAT*  ARMOR WORN  AC BASE  DEX. ADJ.  MAGICAL ADJ.  HIT DIE TYP.  Wounds:	SHIELDLESS AC	MAJOR DISCIPLIN WAS ON OF ARMOR  REAR AC  ADJUSTMENTS	nes ies EAPONS OF PROFIC	DIENCY:    NUMBER	NO	ON-PROFIC	
HIT	COMELINESS  COMBAT*  ARMOR WORN  AC BASE  DEX. ADJ. MAGICAL ADJ.  CONST. ADJ. HIT DIE TYPE  Wounds:	SHIELDLESS AC  SPECIAL A  REAR ATTA	MAJOR DISCIPLIN  MINOR DISCIPLIN  WINOR DISCIPLIN  WINOR DISCIPLIN  WAGNER AC  CO  ADJUSTMENTS  CKS ADJUST.  +  MAG. SPACE REQU	DMBAT ADJUSTMENTS  CONDITIE  CONDITI	DENCY:    NUMBER	NO T" ADJ. +/- ARMOR CI	ON-PROFIC	DAMAGE ADJ.  CONDITION  DAMAGE VS SE
HIT	COMELINESS  OMBAT*  ARMOR WORN  AC BASE  DEX. ADJ. MAGICAL ADJ.  CONST. ADJ. HIT DIE TYPE  WOUNDS:  WEAPON IN HAND	SHIELDLESS AC	MAJOR DISCIPLI  MINOR DISCIPLI  W. ON OF ARMOR  REAR AC  ADJUSTMENTS  CKS ADJUST.	DMBAT ADJUSTMENTS  CONDITIE  CONDITI	DENCY:  NUMBER  S: Totals:  "TO HI	NO T" ADJ. +/- ARMOR CI	ON-PROFIC	DAMAGE ADJ.  CONDITION
HIT	COMELINESS  COMBAT*  ARMOR WORN  AC BASE  DEX. ADJ. HIT DIE TYPE  Wounds:  DEX. ADJUST.	SHIELDLESS AC  SPECIAL A  REAR ATTA	MAJOR DISCIPLIN  MINOR DISCIPLIN  WINOR DISCIPLIN  WINOR DISCIPLIN  WAGNER AC  CO  ADJUSTMENTS  CKS ADJUST.  +  MAG. SPACE REQU	DMBAT ADJUSTMENTS  CONDITIE  CONDITI	DENCY:    NUMBER	NO T" ADJ. +/- ARMOR CI	ON-PROFIC	DAMAGE ADJ.  CONDITION  DAMAGE VS SE
SUI	COMELINESS  COMBAT*  ARMOR WORN  AC BASE  DEX. ADJ.  HIT DIE TYP  WOUND  WEAPON IN HAND  WEAPONLESS COMBAT:	SHIELDLESS AC  SPECIAL A  REAR ATTA	MAJOR DISCIPLIN  MINOR DISCIPLIN  WINOR DISCIPLIN  WINOR DISCIPLIN  WAGNER AC  CO  ADJUSTMENTS  CKS ADJUST.  +  MAG. SPACE REQU	DMBAT ADJUSTMENTS  CONDITIE  CONDITI	DENCY:    NUMBER	NO T" ADJ. +/- ARMOR CI	ON-PROFIC	DAMAGE ADJ.  CONDITION  DAMAGE VS SE
RIT SUI	COMELINESS  COMBAT*  ARMOR WORN  AC BASE  DEX. ADJ.  HIT DIE TYP  WOUNDS:  WEAPON IN HAND  WEAPONLESS COMBAT: CK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.	SHIELDLESS AC  SPECIAL A  REAR ATTA	MAJOR DISCIPLIN  MINOR DISCIPLIN  WINOR DISCIPLIN  WINOR DISCIPLIN  WAGNER AC  CO  ADJUSTMENTS  CKS ADJUST.  +  MAG. SPACE REQU	DMBAT ADJUSTMENTS  CONDITIE  CONDITI	DENCY:    NUMBER	NO T" ADJ. +/- ARMOR CI	ON-PROFIC	DAMAGE ADJ.  CONDITION  DAMAGE VS SE
HIT	ARMOR WORN AC BASE  DEX. ADJ. MAGICAL ADJ.  CONST. ADJ. HIT DIE TYPE  WOUNDS:  WEAPON IN HAND  WEAPONIESS COMBAT: CK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.  MELING  PPLING	SHIELDLESS AC  SPECIAL A  REAR ATTA	MAJOR DISCIPLIN  MINOR DISCIPLIN  WINOR DISCIPLIN  WINOR DISCIPLIN  WAGNER AC  ADJUSTMENTS  CKS ADJUST.  MAG. SPACE REQUADJ. RANGE	DMBAT ADJUSTMENTS  CONDITION  SPEED 10	DENCY:    NUMBER	NO T" ADJ. +/- ARMOR CI 5 4	ON-PROFIC	DAMAGE ADJ.  CONDITION  DAMAGE VS SE
HIT	COMELINESS  COMBAT*  ARMOR WORN  AC BASE  DEX. ADJ.  MAGICAL ADJ.  CONST. ADJ.  HIT DIE TYP  WOUND  WEAPON IN HAND  WEAPON IN HAND  WEAPON IS S COMBAT:  CK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.  MELING	SHIELDLESS AC  SPECIAL A  REAR ATTA	MAJOR DISCIPLING MINOR DISCIPLING WINOR	TEAPONS OF PROFICE DIMBAT ADJUSTMENTS  CONDITION  SPEED 10  SPEED 10  SPEED 10  SPEED 10	S: Totals: "TO HIT ADJUSTED TO HIT 9 8 7 6	NO T" ADJ.  +/-  ARMOR CI 5 4  R LEVEL:	IASS 3 2	DAMAGE ADJ.  CONDITION  DAMAGE VS SE S-M/L
HITT	ARMOR WORN  AC BASE  DEX. ADJ. MAGICAL ADJ.  CONST. ADJ. HIT DIE TYP.  WOUND HIT DIE TYP.  WEAPON IN HAND  WEAPON IN HAND  WEAPONLESS COMBAT:  CK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.  MELING  PPLING  RBEARING  MASTER:	SHIELDLESS ACE  SPECIAL A  REAR ATTA  WEAPON	MAJOR DISCIPLING MINOR DISCIPLING WINOR	TEAPONS OF PROFICE DIMBAT ADJUSTMENTS  CONDITION  SPEED 10  SPEED 10  SPEED 10  SPEED 10	DENCY:  NUMBER  S: Totals:  "TO HI  ON  ADJUSTED TO HIT  9 8 7 6	NO T" ADJ.  +/-  ARMOR CI 5 4  R LEVEL:	IASS 3 2	DAMAGE ADJ.  CONDITION  DAMAGE VS SE S-M/L
HIT SULLANT ATTACK	ARMOR WORN  AC BASE  DEX. ADJ. MAGICAL ADJ.  CONST. ADJ. HIT DIE TYP.  WEAPON IN HAND  WEAPONLESS COMBAT: CK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.  MELING  PPLING  RBEARING  MASTER: SCHOOL:	SHIELDLESS ACE  SPECIAL A  REAR ATTA  WEAPON	MAJOR DISCIPLING MINOR DISCIPLING WINOR	TEAPONS OF PROFICE DIMBAT ADJUSTMENTS  CONDITION  SPEED 10  SPEED 10  SPEED 10  SPEED 10	S: Totals: "TO HIT ADJUSTED TO HIT 9 8 7 6	NO T" ADJ.  +/-  ARMOR CI 5 4  R LEVEL:	IASS 3 2	DAMAGE ADJ.  CONDITION  DAMAGE VS SE S-M/L
HIT SUIT SUIT SUIT SUIT SUIT SUIT SUIT SU	ARMOR WORN  AC BASE  DEX. ADJ. MAGICAL ADJ.  CONST. ADJ. HIT DIE TYP.  WOUND HIT DIE TYP.  WEAPON IN HAND  WEAPONLESS COMBAT:  CK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.  MELING  PPLING  RBEARING  ORALE  SCHOOL:  IILIAR/PET:	SHIELDLESS ACE  SPECIAL A  REAR ATTA  WEAPON	MAJOR DISCIPLING MINOR DISCIPLING WINOR	TEAPONS OF PROFICE DIMBAT ADJUSTMENTS  CONDITION  SPEED 10  SPEED 10  SPEED 10  SPEED 10	S: Totals: "TO HIT ADJUSTED TO HIT 9 8 7 6	NO T" ADJ.  +/-  ARMOR CI 5 4  R LEVEL:	IASS 3 2	DAMAGE ADJ.  CONDITION  DAMAGE VS SE S-M/L
HIT SUIT SUIT SUIT SUIT SUIT SUIT SUIT SU	ARMOR WORN  AC BASE  DEX. ADJ. MAGICAL ADJ.  CONST. ADJ. HIT DIE TYP.  WEAPON IN HAND  WEAPONLESS COMBAT: CK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.  MELING  PPLING  RBEARING  MASTER: SCHOOL:	SHIELDLESS ACE  SPECIAL A  REAR ATTA  WEAPON	MAJOR DISCIPLING MINOR DISCIPLING WINOR	TEAPONS OF PROFICE DIMBAT ADJUSTMENTS  CONDITION  SPEED 10  SPEED 10  SPEED 10  SPEED 10	S: Totals: "TO HIT ADJUSTED TO HIT 9 8 7 6	NO T" ADJ.  +/-  ARMOR CI 5 4  R LEVEL:	IASS 3 2	DAMAGE ADJ.  CONDITION  DAMAGE VS SE S-M/L
HIT SUIT SUIT SUIT SUIT SUIT SUIT SUIT SU	ARMOR WORN  AC BASE  DEX. ADJ.  MAGICAL ADJ.  CONST. ADJ.  HIT DIE TYPE  WOUNDS:  WEAPON IN HAND  WEAPONLESS COMBAT:  CK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.  MELING  PPLING  REBEARING  ORALE  OCHALE  SCHOOL:  IILIAR/PET:  PECIAL ABILITIES:	SHIELDLESS ACE  SPECIAL A  REAR ATTA  WEAPON	MAJOR DISCIPLING MINOR DISCIPLING WINOR	TEAPONS OF PROFICE DIMBAT ADJUSTMENTS  CONDITION  SPEED 10  SPEED 10  SPEED 10  SPEED 10	S: Totals: "TO HIT ADJUSTED TO HIT 9 8 7 6	NO T" ADJ.  +/-  ARMOR CI 5 4  R LEVEL:	IASS 3 2	DAMAGE ADJ.  CONDITION  DAMAGE VS SE S-M/L
HIT SUIT SUIT SUIT SUIT SUIT SUIT SUIT SU	ARMOR WORN  AC BASE  DEX. ADJ. MAGICAL ADJ.  CONST. ADJ. HIT DIE TYP.  WOUND HIT DIE TYP.  WEAPON IN HAND  WEAPONLESS COMBAT:  CK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.  MELING  PPLING  RBEARING  ORALE  SCHOOL:  IILIAR/PET:	SHIELDLESS ACE  SPECIAL A  REAR ATTA  WEAPON	MAJOR DISCIPLING MINOR DISCIPLING WINOR	TEAPONS OF PROFICE DIMBAT ADJUSTMENTS  CONDITION  SPEED 10  SPEED 10  SPEED 10  SPEED 10	S: Totals: "TO HIT ADJUSTED TO HIT 9 8 7 6	NO T" ADJ.  +/-  ARMOR CI 5 4  R LEVEL:	IASS 3 2	DAMAGE ADJ.  CONDITION  DAMAGE VS SE S-M/L
HIT SUIT SUIT SUIT SUIT SUIT SUIT SUIT SU	ARMOR WORN  AC BASE  DEX. ADJ.  MAGICAL ADJ.  CONST. ADJ.  HIT DIE TYPE  WOUNDS:  WEAPON IN HAND  WEAPONLESS COMBAT:  CK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.  MELING  PPLING  REBEARING  ORALE  OCHALE  SCHOOL:  IILIAR/PET:  PECIAL ABILITIES:	SHIELDLESS ACE  SPECIAL A  REAR ATTA  WEAPON	MAJOR DISCIPLING MINOR DISCIPLING WINOR	TEAPONS OF PROFICE DIMBAT ADJUSTMENTS  CONDITION  SPEED 10  SPEED 10  SPEED 10  SPEED 10	S: Totals: "TO HIT ADJUSTED TO HIT 9 8 7 6	NO T" ADJ.  +/-  ARMOR CI 5 4  R LEVEL:	IASS 3 2	DAMAGE ADJ.  CONDITION  DAMAGE VS SE S-M/L
HIT SUIT SUIT SUIT SUIT SUIT SUIT SUIT SU	ARMOR WORN  AC BASE  DEX. ADJ.  MAGICAL ADJ.  CONST. ADJ.  HIT DIE TYPE  WOUNDS:  WEAPON IN HAND  WEAPONLESS COMBAT:  CK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.  MELING  PPLING  REBEARING  ORALE  OCHALE  SCHOOL:  IILIAR/PET:  PECIAL ABILITIES:	SHIELDLESS ACE  SPECIAL A  REAR ATTA  WEAPON	MAJOR DISCIPLING MINOR DISCIPLING WINOR	TEAPONS OF PROFICE DIMBAT ADJUSTMENTS  CONDITION  SPEED 10  SPEED 10  SPEED 10  SPEED 10	S: Totals: "TO HIT ADJUSTED TO HIT 9 8 7 6	NO T" ADJ.  +/-  ARMOR CI 5 4  R LEVEL:	IASS 3 2	DAMAGE ADJ.  CONDITION  DAMAGE VS SE 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
			1											
								$\neg$						
		$\neg$	- 1					$\neg$						
	+							_						1
	<del>                                     </del>	-			_			$\dashv$						+
		-			+			_						
	+	_			-			-						+
	+	-+			-			-		-				+
		-+			-			-		-				+
	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	<del>D</del> –	C	ONTAINER		L. LOAD
Sirano Contraction	MU								_					
MAGIC ITEMS ————————————————————————————————————														
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-			<b>JEWELS</b>	_										
ELECTRUM-			MISCELL	LANEOUS-										
			MISCELL	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										
			······································											
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		<del>                                     </del>	LASS	LEVEL	RACE	NOT	23
									1					
	<del>                                     </del>					$\parallel \parallel$			+					
	+ +					$\parallel - \parallel$	<b>—</b>		+					
LOCALES FREQUEN	TED/RESIDENCE	l				Ш					<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											