

Character 1	Name	FAY	TT	JE	à	M	7	CI	<b>o</b> °							
Align Gend	der Ag	e Hei	ght Weig	ht Size	25	TRANSPORT IN	TENT JOS	L			UI	1				
					V -200	Sheet C	reated by	Lisa	McCon	nell	UHHOE	ac				
Complexion	Complexion Eyes Hair					Sheet Created by Lisa McConnell  Skills										
Class	Lvl	HD	Skills	Location			1		7	_			~~			
Cluss	277	112		Location	Skill Name Acrobatics	Total	Rank	+	Misc	+	Ability	Dex	Class			
•			<del></del>		Appraise	<del></del>	_			+		Int				
					Bluff	-	=	+		+	<b></b>	Cha				
					Climb		=	+		+		Str				
			- <del></del>	-	Craft		=	+		+		Int				
					Craft	:	=	+		+		Int				
Level Adj.			al Level		Diplomacy	:	=	+		+		Cha				
Total Exp.		Nex	kt Level		Disable Device		=	+		+	]	Dex				
	A 1.	:1:4 Coo			Disguise		=	+		+		Cha				
		oility Sco	res		Escape Artist	-	=	+		+		Dex				
STR Permaner	nt Te	mporary	-		Fly Handle Animal	-	=	+ +		+		Dex Cha				
DEX					Heal	-		++		+		Wis				
CON			-	-	Intimidate	-	_	+		+		Cha				
INT					Knowledge Arcana	-	=	+		+		Int				
WIS					Knowledge Dungeons	-	=	+		+	-	Int				
СНА					Knowledge Engineering	:	=	+		+		Int				
					Knowledge Geography	:	=	+		+		Int				
Hit Points	S		Initiati	ve	Knowledge History	:	=	+		+		Int				
	<u>-</u>	<u> </u>		<u>.</u>	Knowledge Local		=	+		+		Int				
			= +	+	Knowledge Nature		=	+		+	<b></b>	Int				
		Total	Dex 1	Misc Temp	Knowledge Nobility	-	=	+		+		Int				
Total Curr	ent			1	Knowledge Planes	-	=	+		+	-	Int				
Total Cull	CIII				Knowledge Religion Linguistics	-	_	+ +		+	<b></b>	Int Int				
	Say	ving Thr	ows		Perception	-		+		+		Wis				
	Da	mg III	0113		Perform	-		† +		+		Cha				
Fort.	= +	+	+	+	Perform	-	=	+		+	<b></b>	Cha				
D 6					Profession	:	=	+		+	*	Wis				
** 7'11	-				Profession	:	=	+		+	,	Wis				
Total	= + Base	Abil +	Mag Mis	temp +	Ride	:	=	+		+	]	Dex				
	Buse	71011		Тетр	Sense Motive		=	+		+	<u> </u>	Wis				
SR			DR		Sleight of Hand		=	+		+	-	Dex				
Notes:					Spellcraft		=	+		+	-	Int				
Hotes.					Stealth Survival		-	+		+	<b></b>	Dex Wis				
					Swim		=	++		+		Str				
-					Use Magic Device		_			+	-	Cha				
					0.00 0.000 0.000											
								1								
	A	rmor Cla	ass		Notes:	'										
= 10	) +	+	+	+												
Total	Arm	or I	Dex Siz	e Misc												
					<b>C</b>	1 4 *	<b>N T</b>		D							
					Co	mbat 1	viane	euv	er B	uni	us					
Flat Footed	Touch Attac	ks Aı	rcane Failure	Armor Check	=	+			+ [		+	-				
					Total BA		St	r	. L	Si	ize	_	Misc			
Notes:						h - 4 3	<b>I</b> a =:		D	·C						
		Combat Maneuver Defense														
					= 10 -	+	+			+ [		+				
					Total	BAE	3	S	tr	<u> </u>	Dex		Size			

Armor & Protection	Туре	Armor Bonus	Max Dex	Armor Check	Spell Failure	Speed	lbs	Special Qualities
<u>,                                      </u>	•	•				•		

				Con	nbat							
Melee Attacks				Гwo W Main	eapon Off	R	anged At	tacks				
Str Size Misc	+ = = = = =					Dex	+ Size	+ Misc	] +			
	Base	Total	<u> </u>	ı						Base	l	Tota

Weapons	Attack Bonus	Damage	Critical	Range	Special Qualities

Feats	Location	Description

							Equip	ment									
Head ~																	
Headban	d ~																
Eyes ~																	
Face ~																	
Neck ~																	
G1 11																	
Shoulder	<u>s ~</u>																
Body: Ar	mor/Shield	ls ~															
Body: Ro	hog																
Dody. Ro	ibes ~																
Chest ~																	
Waist ~																	
Feet ~											Carrying	Canacit	**				
Wrists ~											Carrying	Capacii	.y				
								Lis	ght Load				over				
Hands ~									Medium					Head Lift off			
Ring (Le	ft) ~								Load				ound				
Di (Di-	1.4							Hea	avy Load			Drag	or Push				
Ring (Rig	<u>gnt) ~</u>																
Mo	vement				Lan	guage						Wealth	1				
	_																
Base									Cop	pper							
TT .1								Silver									
Hustle								Silver									
Run (x3)									Go	old							
Run (x4)									Dloti	inum							
Kuli (X4)									Fiau	illulli							
							Spe	alla									
							Spe	2119									
	Ability	Oth	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th		
Bonus																	
Donus																	
	Arcane																
	Divine																
	DC			Snell	Save l	DC - 1	n ⊥ sne	ll level	   + abilit	v mod	ifier						
				Spen	Save	DC – I	o + spc	II ICVC	T aviii	ly mou	IIICI						
Notes																	

Class Traits and Special Abilities  Class Traits and Special Abilities  Character Information  Deity Symbol Practices  Homeland Family Notes  Experience Chart	
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Character Information  Deity Symbol Practices  Homeland  Family Notes	
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Deity Symbol Practices  Homeland  Family  Notes	Character Information
Symbol Practices  Homeland  Family  Notes	
Practices  Homeland  Family  Notes	Deity
Homeland Family Notes	
Family Notes	Practices
Family Notes	
Notes	Homeland
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	Family
	Notes
Experience Chart	TAULES
Experience Chart	
Experience Chart	
	<b>Experience Chart</b>

Lvl	Slow	Medium	Fast	Feat	Ability	Epic Level Rules
1	0	0	0	1 <sup>st</sup>	-	<b>Experience:</b> To gain a level beyond 20 <sup>th</sup> a character must double the experience
2	3,000	2,000	1.300	-	-	needed to reach the previous level.
3	7,500	5,000	3,300	$2^{nd}$	-	Scaling Powers: Hit dice, base attack bonuses, skill points and saving throws
4	14,000	9,000	6,000	-	1 <sup>st</sup>	continue to increase at the same rate beyond 20 <sup>th</sup> level though no character may
5	23.000	15,000	10,000	$3^{\rm rd}$	-	ever have more than 4 attacks based on its base attack bonus. Class abilities that
6	35,000	23,000	15,000	-	-	have a set, increasing rate continue to progress at the appropriate rate.
7	53,000	35,000	23,000	$4^{\text{th}}$	-	<b>Spells:</b> A spellcaster's caster level continues to increase by one for each level
8	77,000	51,000	34,000	-	$2^{\text{nd}}$	beyond 20 <sup>th</sup> . Every odd-numbered level a spellcaster gains access to a new level of
9	115,000	75,000	50,000	5 <sup>th</sup>	-	spell one above his previous maximum level, gaining a spell slot in that new level.
10	160,000	105,000	71,000	-	-	These spell slots can be used to prepare or cast spells adjusted by metamagic feats
11	235,000	155,000	105,000	$6^{th}$	-	or of any known spell of lower level. Every even-numbered level, a spellcaster
12	330,000	220,000	145,000	-	$3^{\rm rd}$	gains additional spell slots equal to the highest level spell he can currently cast.
13	475,000	315,000	210,000	$7^{\rm th}$	-	He can split these new slots any way he wants among the slots he currently has
14	665,000	445,000	295,000	-	-	access to. Spell casters who have a limited number of spells known (such as bards
15	955,000	635,000	425,000	8 <sup>th</sup>	-	or sorcerers) can opt out of the benefits they gain (either a new level of spells or a
16	1,350,000	890,000	600,000	-	$4^{th}$	number of spell slots) for that level and in exchange can learn two more spells of any
17	1,900,000	1,300,000	850,000	9 <sup>th</sup>	-	level they can currently cast.
18	2,700,000	1,800,000	1,200,000	-	-	Multiclassing/Prestige Classes: The easiest way to go beyond 20 <sup>th</sup> level is to take a
19	3,850,000	2,550,000	1,700,000	10th	-	new class or a prestige class as you gain all the new abilities and bonuses of the new
20	5,350,000	3,600,000	2,400,000	-	5th	class normally, making 20 <sup>th</sup> level a hard limit for classes but not characters.