Name	Dr Dinkley	Player	Player 2
Campaign	Raiders of the Lost Tomb	Narrator	Keith Boyle (EKB)
Virtue	Academic	Vice	Arrogant
Background	Human, Female	Role/Level	Adept 10

ABILITIES		COMBAT		SAVES		OTHER	
Strength	+0	Initiative	+0	Tough	+1	Size	Medium
Dexterity	+0	Base Attack Bonus	+5	Fort	+6	Speed	30 ft
Constitution	+1	Melee Attack Bonus	+5	Reflex	+6		
Intelligence	+6	Ranged Attack Bonus	+5	Will	+12	Armor Pen.	+0
Wisdom	+2	Defense: Dodge	15			Shield Pen.	+0
Charisma	+1	Defense: Parry	15			Grapple	+5

FEATS/SPECIAL ABILITIES
The Talent
Jack-of-All-Trades
Supernatural Talent
Power
Endurance
Lucky
Iron Will
Shield Penetration
Mind Over Body
Lightning Reflexes
Imbue Item
Supernatural Talent
Widen Power
Subtle Power
Endurance

POWERS			
Fatigue Save Difficulty			15
Name	Rnks	Tot	Save
Blink	13	+19	21
Bliss	13	+19	21
Body Control	13	+19	21
Cure	13	+19	21
Cure Blindness/Deafn	13	+19	21
Cure Disease	13	+19	21
Dominate	13	+19	21
Energy Shaping	13	+19	21
Enhance Ability	13	+19	21
Enhance Other	13	+19	21
Fire Shaping	13	+19	21
Ghost Touch	13	+19	21
Heart Reading	13	+19	21
Illusion	13	+19	21
Light Shaping	13	+19	21
Manipulate Object	13	+19	21
Move Object	13	+19	21
Psychic Blast	13	+19	21
Psychic Reflection	13	+19	21
Psychic Shield	13	+19	21
Psychic Trap	13	+19	21
Psychic Weapon	13	+19	21
Teleport	13	+19	21
Purifying Light	13	+19	21
True Vision	13	+19	21
Shadow Walk	13	+19	21

SKILLS					
Name	Tot	Rnks	Misc	Abil	Key
Bluff	+4	3	+0	+1	CHA
Climb	+3	3	+0	+0	STR
Concentration	+12	10	+0	+2	WIS
Diplomacy	+4	3	+0	+1	CHA
Disable Device	+12	6	+0	+6	INT
Disguise	+1	0	+0	+1	CHA
Escape Artist	+0	0	+0	+0	DEX
Gather Info.	+10	9	+0	+1	CHA
Handle Animal	+1	0	+0	+1	CHA
Intimidate	+1	0	+0	+1	CHA
Jump	+9	9	+0	+0	STR
Languages	+10	10	+0	+0	-
Medicine	+8	6	+0	+2	WIS
Notice	+13	11	+0	+2	WIS
Search	+15	9	+0	+6	INT
Sense Motive	+12	10	+0	+2	WIS
Sleight of Hand	+9	9	+0	+0	DEX
Stealth	+7	7	+0	+0	DEX
Survival	+10	8	+0	+2	WIS
Swim	+0	0	+0	+0	STR
Knowledge (Arcana)	+17	11	+0	+6	INT
Knowledge (Mythography)	+11	5	+0	+6	INT
Knowledge (History)	+11	5	+0	+6	INT

WEAPONS				
Weapon	Attack	Damage	Critical	Range
Unarmed	+5	+0	+3 (20)	
Notes	Bludgeon			
Slap/Slam	+5	+0	+3 (20)	
Notes	Bludgeon			
Notes				

ARMOUR	SHIELD
None	None

CONVICTION	FATIGUE		
☐☐☐☐☐☐☐	WINDED ☐	FATIGUED ☐	EXHAUSTED ☐

BRUISED	DAZED	STAGGERED	UNCONSCIOUS
☐☐☐☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐☐☐☐☐☐☐☐☐	☐	☐
Fail by 0 - 4	Fail by 5 - 9	Fail by 10 - 14	Fail by 15+
HURT	WOUNDED	DISABLED	DYING
☐☐☐☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐☐☐☐☐☐☐☐☐	☐	☐

Name	Dr Dinkley	Player	Player 2
Campaign	Raiders of the Lost Tomb	Narrator	Keith Boyle (EKB)
Virtue	Academic	Vice	Arrogant
Background	Human, Female	Role/Level	Adept 10

True 20 Adventure Roleplaying

ABILITIES		COMBAT		SAVES		OTHER	
Strength	+0	Initiative	+0	Tough	+1	Size	Medium
Dexterity	+0	Base Attack Bonus	+5	Fort	+6	Speed	30 ft
Constitution	+1	Melee Attack Bonus	+5	Reflex	+6		
Intelligence	+6	Ranged Attack Bonus	+5	Will	+12	Armor Pen.	+0
Wisdom	+2	Defense: Dodge	15			Shield Pen.	+0
Charisma	+1	Defense: Parry	15			Grapple	+5

FEATS/SPECIAL ABILITIES

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Jack-of-All-Trades
Supernatural Talent
Power
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Jump	+9	9	+0	+0	STR
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Medicine	+8	6	+0	+2	WIS
Notice	+13	11	+0	+2	WIS
Search	+15	9	+0	+6	INT
Sense Motive	+12	10	+0	+2	WIS
Sleight of Hand	+9	9	+0	+0	DEX
Stealth	+7	7	+0	+0	DEX
Survival	+10	8	+0	+2	WIS
Swim	+0	0	+0	+0	STR
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WEAPONS

Weapon	Attack	Damage	Critical	Range
Unarmed	+5	+0	+3 (20)	
Notes	Bludgeon			
Slap/Slam	+5	+0	+3 (20)	
Notes	Bludgeon			
Notes				

ARMOUR	SHIELD
None	None

CONVICTION	FATIGUE		
☐☐☐☐☐☐☐	WINDED ☐	FATIGUED ☐	EXHAUSTED ☐

Name	Dr Dinkley	Player	Player 2	True 20 Adventure Roleplaying
Hair Colour		Age	29	
Eye Colour		Religion		
Skin Colour		Reputation	+3	
Handedness		Wealth	+6	Gender
Languages	Common			Female
Description				
Personality				

EQUIPMENT CARRIED	OTHER POSSESSIONS	

BRUISED	DAZED	STAGGERED	UNCONSCIOUS
☐☐☐☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐☐☐☐☐☐☐☐☐	☐	☐
Toughness Penalties: -1 Penalty on further saves against Non-Lethal Damage	**Toughness Penalties:** -1 Penalty on further saves against Non-Lethal Damage	**Toughness Penalties:** None	**Toughness Penalties:** None
Effects of Condition: None	**Effects of Condition:** Lose one full-round action after suffering a dazed result; take no actions, but retain your normal Defense.	**Effects of Condition:** Stunned! for one round after being wounded. Take no actions, lose your dodge bonus and have a –2 penalty to Defense. The following rounds, take only a standard or move action, until staggered is cured.	**Effects of Condition:** An unconscious character has been knocked out and is helpless.
Fail by 0 - 4	**Fail by 5 - 9**	**Fail by 10 - 14**	**Fail by 15+**

HURT	WOUNDED	DISABLED	DYING
☐☐☐☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐☐☐☐☐☐☐☐☐	☐	☐
Collateral Damage: In addition to the Hurt Condition, mark down a Bruised condition.	**Collateral Damage:** In addition to the Wounded condition, mark down a Dazed condition.	**Collateral Damage:** In addition to the Disabled condition, mark down the Staggered condition, or Unconscious if Staggered is already checked.	**Collateral Damage:** In addition to the Dying condition, mark down the Unconscious condition.
Toughness Penalties: -1 Penalty on further saves against Lethal Damage	**Toughness Penalties:** -1 Penalty on further saves against Lethal Damage	**Toughness Penalties:** None	**Toughness Penalties:** None
Effects of Condition: None	**Effects of Condition:** Shaken! -2 penalty to all checks until healed. Stunned! for one round after being Wounded	**Effects of Condition:** Disabled characters are badly injured. If a disabled character takes a standard action, he falls unconscious and begins dying on the following round.	**Effects of Condition:** Dying characters have to make a Constitution check (Difficulty 10) at the beginning of each round. On a failed check, the character dies. On a successful check, the character lives for another round.