

Gizem				(Luke Withrow)			
CHARACTER NAME		PLAYER					
Sorcerer: 8		Female					
Lawful Good		Mithras [lg]					
CLASS(es) / LEVEL(s)		GENDER					
Human		28					
Medium		5'6"					
RACE		HEIGHT					
SIZE		WEIGHT					
AGE		EYES					
		Blonde					
		HAIR					

Steve's 3E Character Record Sheet (AltPrint) for



ABILITY NAME	ABILITY SCORE	MODIFIER	TEMP SCORE	MODIFIER	HP	Hit Points	WOUNDS	SUBDUAL DAMAGE	Damage Reduct	MOVEMENT
Str	8	-1	8	-1	29					30'
Dex	14	+2	14	+2	AC	19	10	+4 +2 +2 +0 +0 +1 0	0%	0
Con	12	+1	12	+1	Armor Bonus					
Int	14	+2	14	+2	Shield Bonus					
Wis	10	0	10	0	Dex Mod					
Cha	18	+4	20	+5	Misc Mod					
Charisma										
SAVING THROWS					Initiative		Base Attack		Untrained Skills	
Fortitude					Modifier		Bonus		Skill Name	
Reflex									Ability	
Will									Score	
TOTAL									Ability	
Base									Ranks	
Ability									Misc	
Feats										
Misc										
Temp										

Fortitude		Constitution		TOTAL		Base		Ability		Feats		Misc		Temp	
+4		+2		+1		0		+1		0		+1		0	
Reflex		Dexterity		TOTAL		Base		Ability		Feats		Misc		Temp	
+5		+2		+2		0		+1		0		+1		0	
Will		Wisdom		TOTAL		Base		Ability		Feats		Misc		Temp	
+9		+6		0		+2		+1		0		+1		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+3		+4		-1		0		0		0		0		0	
Ranged		Attack Bonus		TOTAL		Base		Attack Bonus		Ranged		Size		Temp	
+6		+4		+2		0		0		0		0		0	
Melee		Attack Bonus		TOTAL		Base									

CHARACTER NAME \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

**Experience:**

28,000

[illegible]

Total Weight Carried: 25.98 lb. (Light load)

Light Load	Medium Load	Heavy Load
26	53	80
Lift Over Head	Lift Off Ground	Push or Drag
80	160	400

Money			
PP	295	SP	0
GP	4	CP	0

## Languages

Initial languages = Common + racial languages + Int bonus  
Each additional (Speak Language) = 2 skill points (1 for bard)

Common, Kilgari, Kabukaran,  
Hakkari, Highcommon, Ghul,  
Celestial, Peiriti

[illegible]