CRIPTS & CREATURES CHARACTER SHEET						Melee Attack Bonus (STR bonus + 1/2 lvl Rounded up)  Ranged Attack Bonus (DEX bonus + 1/2 lvl Rounded up)			
Player Name						Magic Attack Bonus (MIND bonus + 1			• -
Character Name						Magic Attack Bollus (MIND bollus )	1/2 IVI <b>K</b> C	Junaea u	.p)
Race						Weapons	Dam	190e	Range
Alignment		7				weapons		age	Kange
Class / Level									
Gender									
Height									
Weight									
Hair						EQUADA (ENTE			G O G T
Eyes	1/6	4/	7			EQUIPMENT			COST
ABILITIES	Score	Mod	lifier	/Bor	nus				
STR									
DEX									
MIND				7					
HP (Hit Points)									
Spell/Power Points									
_	AC (Armor Cla	) (2)							
10+DEX bonus+A	•								
10+DEA bollus+A	Illioi+Silieid Bolit	18							
Armor Tyna			Shie	14					
Armor Type			Sine	au					
Skills	Rank = Lvl (for	Class (	215:117	(1/. fo	- CC)				
* = Class skill(s)  Physical	# = Cross Class	Rank	Class	Misc	Total				
Subterfuge						SAVING THROWS			
Knowledge						D20 + Physical ranks + STR mo			Fortitude
Communication						D20 + Physical ranks + DEX me		<del></del>	Reflex
Survival						D20 + your level + MIND mod	(	<del></del>	Will
Concentration (P	sionics)					D20 - your level - WillyD mod			44 111
`		. 41 -1	14 1	. 10		YP (Evnerience Points)	C	oinage	Amount
Skill roll = d20 + rank + class bonus +1 Ability Mod. + Misc.  Class Features & Other Traits				XP (Experience Points) NOTES	T 17 / 1 1	_			
Ciass realures &	Ouler Traits					NOTES		num Piec	ees
								Pieces	
								r Pieces	
							Copp	er Pieces	3

CRYPTS	<u>&amp;</u>	CREATURES					
Laval A Cmalla							

## SPELL/POWER SHEET

C 11/D D	
Spell/Power Pts.	

Name	SP	Duration	Effect	Target
	١			
t I				
1st Level Spells/Powers	7			
		// ^		
2 <sup>nd</sup> Level Spells/Powers				
			/	
			/	 <b>\</b>
3 <sup>rd</sup> Level Spells/Powers				

4th Level Spells/Powers		
5 <sup>th</sup> Level Spells/Powers		
1		
6 <sup>th</sup> Level Spells/Powers		
Ecter spens/1 owers		
7 <sup>th</sup> Level Spells/Powers		
8 <sup>th</sup> Level Spells/Powers		
	\	
9th Level Spells/Powers		
1		