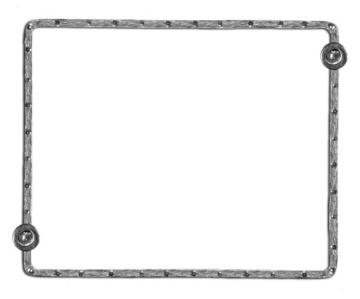
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AR	MOR	PR	OTE	CTI	VE I	ΤEΝ	<b>IS</b>
ADMOD/DD	OTECTIVE ITE			TVDE	AC DO	NUIC	1 MAY DEV
ARMOR/PRO	JIEGHVE III	-101		TYPE	AC BO	NUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL I	PROPERTIES		
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O 111-12/1 10	21-1114-111			AC BOIL	,		HECKTENALIT
SPELL FAILURE	SPECIAL PROPE	RTIES					
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PROTECTIV	EITEM			AC BONUS	WEIGHT	SPECIA	AL PROPERTIES
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RACIAL TRAITS
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## soulknife

■ Denotes a skill that can be used untrained. ☐ Mark this box with an X if the skill is a class skill for the character.
\*Armor check penalty, if any, applies. (Double penalty for Swim.)

CHARACTER NAME

LAYER			CLASS AN	D LEVEL			RACE	<u> </u>			
LIGNMENT	DEITY	SIZE	AGE	GENDER	HEIGH	T V	VEIGHT		CAMPA	IGN	
ABILITY ABILITY	ABILITY TEMPORARY	TEMPORARY	ARMO	OR SHIELD DEX S	SIZE NATURAL DEFLE	ECTION MISC.					
STR STRENGTH	MODIFIER SCORE	MODIFIER  AC  ARMOR CLASS	TOTAL BONG	BONUS MODIFIER M	HODIFIER ARMOR MOD	+	TOUCH ARMOR CLASS		FLAT	-FOOTE	SS SS
DEX			TOTAL NONLETHA	L DAMAGE		CONDITIO	ONAL AC MO	DIFIERS			
CON		HP HIT POINTS									
CONSTITUTION	-		WOUNDS/CURRENT HP		0.	SKI	116		MAX	RANKS	
INT					SKILL NAME		KEY	SKILL	(GLASS/CRC		MISC
WIS WISDOM		DAMAGE REDUCTION			SKILL IVANI		ABILITY	MODIFIER	MODIFIER	RANKS	MODIFIER
CHA CHARISMA			TOTAL MODIFI	ER MODIFIER	APPRAISE ■		INT	$\square$	=	+	.+
CHARISMA		INITIAT	IVE =	_	Autohypnos	ils	WIS	$\vdash$	=	t	+
			5/H24		] Balance ■   Bluff ■		DEX*	H	= =	t	.+
SAVING THROWS	TOTAL BASE ABILI	TY MAGIC MISC. TEI IFIER MODIFIER MODIFIER MC	MPORARY DDIFIER CONDITIONAL MOE	_	_		STR*	H	=	+	+
FORTITUDE (CONSTITUTION)	= +				☐ CONCENTRATI	ION ■	CON	T I	=	+	+
REFLEX (DEXTERITY)				<u> </u>	Z Craft ■ (		) INT		=	+	+
			_	<u> </u>	Ø CRAFT ■ (		) INT		=	+	+
(WISDOM)	= +			_	Ź CRAFT <b>■</b> (		.) INT		=	+	+
				_	DECIPHER SCI		INT		=	+	+
BASE ATTAC	K BONUS	SPELL	RESISTANCE	_	∃ Diplomacy <b>■</b> ∃ Disable Devi		CHA	H	=	t	+
					J DISABLE DEVI ∃ DISGUISE ■	CE	INT CHA	H	= <sup>-</sup>	t	.+ .+
GPADDI E					☐ ESCAPE ARTIS	Τ ■	DEX*	H		+	+
GRAPPLE MODIFIER			SPEED	_	FORGERY ■		INT	T I	=	+	+
	TOTAL BASE ATTACK BONUS	STRENGTH SIZE MISC. MODIFIER MODIFIER MODIFIE	ER		– ∃ Gather Info	RMATION ■	СНА		=	+	+
					☐ Handle Anin	MAL	СНА		=	+	+
ATTACK		ATTACK BONUS	DAMAGE CRI	TICAL	] HEAL ■		WIS		=	+	+
				_	∄ Hide ■		DEX*		=	+	+
RANGE TYPE	NOTES				] INTIMIDATE ■ * I =		CHA	$\vdash$	=	+	+
					Ź JUMP ■ Ź Knowledge	(Psionics) =	STR* INT	H	=	+	.+
MMUNITION			_		KNOWLEDGE	` ,	) INT	H	=	+	.+ +
ATTACK					KNOWLEDGE	•	) INT	H	=	+	+
ATTACK		ATTACK BONUS [	DAMAGE CRI	ICAL	Knowledge	•	, ) INT		=	+	+
DANCE TYPE	NOTES			<u>_</u>		(	) INT		=	+	+
RANGE TYPE	NOTES			_	ILISTEN ■		WIS	Щ	=	+	+
MMUNITION		00000 0000			MOVE SILENT	LY ■	DEX*		=	+	+
				_	□ Open Lock □ Perform (		DEX	$\vdash$	=	+	+
ATTACK		ATTACK BONUS	DAMAGE CRI		□ PERFORM ( □ PERFORM (		) CHA ) CHA	H	= 	+ L	+
					PROFESSION (		) wis	H	- = -	·	+
RANGE TYPE	NOTES	•	<u> </u>		Profession (	•	) wis	M	=	+	+
MMUNITION					PSICRAFT		INT		=	+	+
					□ Ride ■		DEX		=	+	+
ATTACK		ATTACK BONUS	DAMAGE CRI	TICAL	☐ SEARCH ■		INT		=	+	+
					SENSE MOTIV		WIS	$\vdash\vdash$	=	+:	+
RANGE TYPE	NOTES				∃ Sleight of H ∃ Spellcraft	IAND	DEX*	H	= <del>.</del>	t	.+ .+
				_	SPELLCRAFT  SPOT ■		WIS	H	·	r	+
MMUNITION		00000 0000i			SURVIVAL ■		WIS	H		+	+
ATTACK					_ Swim ■		STR*			+	+
ATTACK		ATTACK BONUS [	DAMAGE CRI	TICAL	<b>∄</b> Тимвlе		DEX*		=	+	+
					USE MAGIC D		СНА	Ш	=	+	+
RANGE TYPE	NOTES			_	USE PSIONIC	DEVICE	СНА		=	+	+
I	1			Г	□ Use Rope ■		DEX	1 l:	= -	+	+

			POS	SESSIO	NS			
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							TOTAL WEIGHT	
				_			TOTAL WEIGHT CARRIED	
	COL	NTAIN	EDC-					
CONTAINED			EKS					
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## MIND BLADE SPECIAL ABILITY

WEAPON SPECIAL ABILITY  DEFENDING  KEEN LUCKY  MIGHTY CLEAVING PSYCHOKINETIC SUNDERING VICIOUS	ENHANCEMENT BONUS VALUE  +1 +1 +1 +1 +1 +1 +1 +1
COLLISION MINDCRUSHER PSYCHOKINETIC BURST SUPPRESSION WOUNDING	+2 +2 +2 +2 +2 +2
BODY FEEDER MINDFEEDER	+3 +3

SPECIAL ABILITIES						
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