THE LEGEND OF ZELDA

Name: _In											nment: <u>Wi</u>		
											ess: <u>Ambi</u>		
Hair: <u>Wh</u>	ite_	_ Eyes	s: <u>Red</u>		Comp	olexion: _	<u>Tan</u>		Level: _	<u>4</u>	_ Exp: _ <u>N/.</u>	<u>A</u>	
ABILITY					-	RMOUR	& 3	PROTI	ECTION				
	Mo		Total	Current		Name	Т	ype		Max Dex	Check Pen	Speed	Weight lbs
Courage		+9	29						Bonus				
DEX		+3	17										
СНА		+1	12										
Wisdom		+10	31								and the same of th		
WIS		+3	17							6	2000		
INT		+2	14	(1						00		
Power	a	+9	28		1					- 1	13		
STR		+2	15		1				4s	10	ich a		
CON		+1	13							(J			
HEARTS	•	(Z			•					157	1	The same	
4 4	4	4	4	4 4	4	4	4	4	4				
ARMOUR		LASS		l			<u> </u>				Dave		
Total AC	Ť	10 +	Armr I	Bonus +		Shld Mo	od	Dex M	od S	Size Mod	Natrl M	lod 1	Misc Mod
16		10						3		/ *	MA		Ring +3
Flat-footed: SAVING		_ ROWS	vs. Tou	ch: <u>16</u>					MAG	IC MET	ER		
	_	Base	Ability	Magic	Misc	Temp.	Tota	1	Тс	otal Cu	rrent		
FORT (co	n)	4	1				5			N. W.	TOIL		
REF (dex	(;)	1	3				4			A	100		
WILL (wi	s)	1	3			1	4	1					
ATTACK	<u>B</u> 0	NUS		1.		1		7	INIT	IATIVE	4		
Т	otal	Base	Abi M	od Size	Mod	Misc Mo	od Ten	np Mo	d	0	20	ž	
Melee (STR)	6	4	2	-				à	Total Dex Mod Misc Mod 3 3				
Ranged (DEX)	7	4	3	-									

ATTACK □Both hands Crit Type Attack Attack Bonus Damage Weight Size Notes Range Sheikah Knife 1d6 + 119-20x2 Slash M **ATTACK** □Primary hand □Secondary hand □Both hands Attack Bonus Crit Range Attack Damage Type | Weight Size Notes **ATTACK** □Primary hand □Secondary hand □Both hands Crit Attack **Attack Bonus** Damage Range Type Weight Size Notes **ATTACK** □Both hands Damage Weight Notes Attack | Attack Bonus Crit Range Type Size **Darts** x210ft. Pierce Ammunition Type: _Dart Quantity: 10 Ammunition Type: __ Quantity: SPECIAL ABILITIES **Ending Blow** Shield Attack Back Slice Helm Splitter **FEATS** Dodge Spring Attack Negotiator Run Blind-Fight Alertness

SKILLS

O	TELO .						
	Skill	Skill Mod	Ranks	Abi Mod	Misc Mod	Key Ability	Syn
X	Appraise						Int
X	Balance x						Dex
X	Bluff						Cha
X	Climb x						Str
X	Concentration						Con
X	Craft:					=4	Int
X	Craft:				1 rest	53	Int
X	Craft:			1	V 1 118		Int
X	Craft:			1		7	Int
	Decipher Script						Int
X	Diplomacy	7	5	1	2	- No.	Cha
	Disable Device		17	74	X 244 W	me I	Int
X	Disguise		W.	118	2412	To all	Cha
X	Escape Artist x				11 8	2	Dex
X	Forgery	_	-		10	119 W 4	Int
X	Gather Information	and the	Toy.	24	STAY .	100	Cha
	Handle Animal	19	1	11 11 11	60	(316)	Cha
X	Heal	1	Sec. All				Wis
X	Hide x		A	200			Dex
X	Intimidate	0		111		21	Cha
X	Jump	-	J 1/1/3	63	h		Str
	Knowledge: Architecture &		11. 11.	1	7		Int
	Engineering		1 1	11 11	977		
	Knowledge: Dungeoneering	199	7 1	3	1		Int
	Knowledge: Geography	5	5	j.			Int
	Knowledge: History	7	5	/3	+2		Int
	Knowledge: Local	5	5	1	- 100		Int
	Knowledge: Nature				D.		Int
	Knowledge: Nobility & Royalty	7	5		+2		Int
	Knowledge: Religion		5				Int
X	Listen	2		1	+2		Wis
X	Move Silently x						Dex
	Open Lock		- 1	1			Dex
X	Perform: Music			1			Cha
	Perform:						Cha
	Profession:						Wis
	Profession:						Wis
X	Ride						Dex
X	Search						Int
X	Sense Motive	9	5		+4		Wis
	Sleight of Hand x						Dex
X	Spot	2			+2		Wis
X	Survival						Wis
X	Swim xx						Str
	Tumble						Dex
	Use Magic Device						Cha
X	Use Rope		l	I	I	i	Dex

EQUIPMENT	MAGICAL TEMS
Deku Nut (10)	Armour Ring Level 2
	1211
RUPEES	VALUABLES
green	
BLae	
yellow	
parple	
orange	
sílver	
golo	
NOTES	
Impa has access to	o all of Hyrule Castle's treasuries and can provide characters with special items as needed.
	2/-