THE LEGEND OF ZELDA

Name: _Te	elma			Rac	e: Hvli	ian	Class	: Barte	nder	· Alig	nme	ent: <u>Wisd</u>	lom	
Gender: _ <u>I</u>		<u>33</u> S:	ize: <u>M</u>	Hei	ght: <u>5'</u> 6	5"	Weigh	ıt: <u>145</u>	5lb	Hand	edne	ess: <u>Righ</u>	<u>t</u>	
Hair: <u>Red</u>	<u>l</u> Eye	s: <u>Blue</u>	<u>e</u>	Comp	lexion:	<u>Ta</u>	<u>n</u>	_ Leve	1: <u>2</u>	<u> </u>		Exp: _N/A	<u>4</u>	
ABILITY				A	RMOUI	≀ &	Pro'	TECTIO	ON					
	Modifier	Total	Current		Name		Туре	Armo	our	Max D	ex C	Check Pen	Speed	Weight lbs
Courage	+9	29						Bon	us					
DEX	+1	13												
СНА	+3	16												
Wisdom	+10	31								-	á	dation.		
WIS	+3	16									便	27/1/2		
INT	+2	15	6								X.			
Power	+7	24									'n			
STR	+1	12							des	1	2	100		
CON	+1	12									9			
HEARTS	2	13								N			No.	
4 4	4 4								18	100	1	4		
ARMOUR	(LASS			<u> </u>			<u> </u>			- 4		Ann I		
Total AC	10 +	Armr Bonus +			Shld Mod		Dex Mod		S	Size Mod		Natrl M	lod l	Misc Mod
11	10						1			- /**		ALC:		
Flat-footed: SAVING		vs. Tou	ıch: <u>11</u>	_				M	[AGI	IC MI	ETE	R		
	Base	Ability	Magic	Misc	Temp.	Tot	al	Æ	To	tal (Curi	rent		
FORT (co	n) 0	1				1					4	Circ		
REF (dex	.) 0	1				1	===			-/		100		
WILL (wi	s) 2	3		2	Î	7	1							
ATTACK	Bonus		1			N.	- T	I	NITI	ATIVE				
	otal Base	Abi M	Iod Size	Mod	Misc Mo	od Te	emp M	od	1-4-1	Day: 14	1 1	М	Ž	
Melee (STR)	2 1	1	-					-	otal 11	Dex M	lod	Misc Mod		
Ranged	2 1	1	-							-	- 2			

(DEX)

ATTAC	K xP	rimary h	and □Sec	ondary ha	nd □Bo	th hands				
At	tack	Atta	ck Bonus	Dama	ge Cri	t Range	Type	Weight	Size	Notes
Punching dagger		•		1d4	x3		Pierce		M	
ATTAC			and □Sec			El Control		III		
Attack	Attack I	Bonus	Damage	Crit	Range	Type	Weight	Size N	otes	
						////59		111		
ATTAC			and □Sec	ondary ha	ınd □Bo	th hands		4173		
Attack	Attack I	Bonus	Damage	Crit	Range	Type	Weight	Size N	otes	
					3	1000	Site	R D	<	
ATTAC	K □P	Primary h	and □Sec	ondary ha	and xBo	th hands	1	alle.		
Att	ack	Attack	Bonus	Damage	Cri	t Ra	nge Ty	pe Weig	ht Siz	ze Notes
	rossbow			1d8	19-20	$0x2 \mid 80$	ft. Pie	rce /	N	Ì.
Ammunit	ion Type: _		Quanti	ty:	_ Amm	unition Typ	e:	Quantit	y:	1
SPECIA	AL ABIL	ITIES			V	1		K		1
					W.		1	A	E	
						1	200			
							n	1 /8	7	-
							1/6	1 2	7	-
					4					
								10		
									1	
FEATS						1			-	_
Diligent	-						1			
Iron Wi	11						/		9.1	
									1	_
					1				1	
				8		M)
				6		3			Ser.)
										2000

SKILLS

	Skill	Skill Mod	Ranks	Abi Mod	Misc Mod	Key Ability	Syn
X	Appraise	4		2	2		Int
X	Balance x						Dex
X	Bluff	3		3			Cha
X	Climb x						Str
X	Concentration						Con
X	Craft:				- NOTES	+1	Int
X	Craft:				al rest	53	Int
X	Craft:			1	W) /18		Int
X	Craft:		-	1	1////	Grand Control of the	Int
	Decipher Script	5	3		2	1	Int
X	Diplomacy	8	5	3		- 101	Cha
	Disable Device		17	FA1	X 2414	Confer B	Int
X	Disguise	3	10	3	110	1	Cha
X	Escape Artist x				11 11	1200	Dex
X	Forgery	2	1	2	2 10	15037	Int
X	Gather Information	3	and the same of th	3	31/11	100	Cha
	Handle Animal	- 10	1	- W. 1888	60-	100	Cha
X	Heal		B 300	300	3		Wis
X	Hide x		A	15	6	SELLIN	Dex
11	Innuendo	8	5	3	7	17	Wis
X	Intimidate	3	- NO	3			Cha
X	Jump	Seek 1	1 1	15	7		Str
	Knowledge: Architecture &	4	2	2	1		Int
	Engineering	16	TA V		/		1110
	Knowledge: Dungeoneering	4	2	2			Int
	Knowledge: Geography	4	2	2	17.79		Int
	Knowledge: History	4	2	2	- The state of the		Int
	Knowledge: Local	4	2	2	0		Int
	Knowledge: Nature	4	2	2			Int
	Knowledge: Nobility & Royalty	4	2	2			Int
	Knowledge: Religion	4	2	2			Int
X	Listen	2		2			Wis
X	Move Silently x						Dex
	Open Lock						Dex
X	Perform: Music	3		3			Cha
71	Perform:	3		3			Cha
	Profession:						Wis
	Profession:						Wis
	Read Lips	5	3	2			Int
X	Ride	1	3	1			Dex
X	Search	1		1			Int
X	Sense Motive	5	3	2			Wis
	Sleight of Hand x	<i>J</i>	3	2			Dex
X	Spot Spot	2		2			Wis
X	Survival	<u> </u>			1		Wis
X	Swim xx	1		1			Str
Λ	Tumble	1		1			Dex
	Use Magic Device						Cha
X	Use Rope						Dex
Λ	Osc Kope				<u> </u>		Dex

MAGICAL TEMS **EQUIPMENT** VALUABLES RUPEES green 55 Mask of Truth BLae 10 yellow 11 reo 5 3 purple 6 orange sílver 6 golo 5 **NOTES** Telma often helps those who help others, and her inventory may be modified to contain whatever the party may require.