

NAME		PLAYERNAME		DEITY		ALIGNMENT
Com1	0	Human	Medium	5' 8"	160 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
1	1000	16	Male	Grey	Brown,	0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	14	+2	14	+2	14	+2

VP
Vitality

AC
armor class

INITIATIVE
modifier

BASE ATTACK
bonus

[13] [] WOUNDS/CURRENT HP [] SUBUDAL DAMAGE [WP]
Vitality Wound Points

[13] : **[10]** : **[13]** = **[10]** + **[0]** + **[0]** + **[3]** + **[0]** + **[0]** + **[0]** **[]** **[0]** **[+0]** **[0]**
TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC MISS CHANCE ARCANE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESIST

[+3] = **[+3]** + **[+0]** **SKILLS**
TOTAL DEX MODIFIER MISC MODIFIER KEY ABILITY SKILL MODIFIER ABILITY MODIFIER MAX RANKS 4/2 MISC MODIFIER

✓ SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS	4/2 MISC MODIFIER
Appraise	INT	4	= 2	+ 2.0	+	
Balance	DEX	5	= 3	+ 2.0	+	
Bluff	CHA	4	= 2	+ 2.0	+	
Climb	STR	2	= 0	+ 2.0	+	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+1	= +0	+ +1	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+3	= +0	+ +3	+ +0	+ +0	+ +0		
WILL (wisdom)	+1	= +0	+ +1	+ +0	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+0	=	+0	+0	+0	+0	+0	
RANGED attack bonus	+3	=	+0	+3	+0	+0	+0	
GRAPPLE attack bonus	+0	=	+0	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+0	1d3	20/x2	5 ft.

*Club	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+0	1d6	2W-P-(OH)	-6	1d6
1H-O	-4	1d6	2W-P-(OL)	-4	1d6
2H	+0	1d6	2W-OH	-10	1d6

	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+3	+1	-1	-3	-5
Dam	1d6	1d6	1d6	1d6	1d6

	100	100	100	100	100
Special Properties					

*: weapon is equipped

1H-P: One handed, in primary hand. **1H-O:** One handed, in off hand. **2H:** Two handed. **2W-P-(OH):** 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED		
<div> <div></div> <div>WP</div> <div>Wound Points</div> </div>				<div> <div>12</div> </div>				<div> <div>Walk 30 ft.</div> </div>		
0	0	0	3	0	0	0		0	+0	0
HE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FUTILITY	ARMOR CHECK	SPELL RESIST

SKILL NAME		SKILLS					THEORY		PRACTICE	
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	4/2	MISC MODIFIER		
✓	Appraise	INT	4	=	2	+	2.0	+		
✓	Balance	DEX	5	=	3	+	2.0	+		
✓	Bluff	CHA	4	=	2	+	2.0	+		
✓	Climb	STR	2	=	0	+	2.0	+		
✓	Concentration	CON	1	=	1	+		+		
✓	Craft (Untrained)	INT	2	=	2	+		+		
✓	Diplomacy	CHA	3	=	2	+	1.0	+		
✓	Disguise	CHA	2	=	2	+		+		
✓	Escape Artist	DEX	5	=	3	+	2.0	+		
✓	Forgery	INT	2	=	2	+		+		
✓	Gather Information	CHA	2	=	2	+		+		
✓	Heal	WIS	1	=	1	+		+		
✓	Hide	DEX	3	=	3	+		+		
✓	Initiative	DEX	3	=	3	+		+		
✓	Intimidate	CHA	2	=	2	+		+		
✓	Jump	STR	0	=	0	+		+		
✓	Listen	WIS	1	=	1	+		+		
✓	Move Silently	DEX	3	=	3	+		+		
✓	Perception	WIS	3	=	1	+	2.0	+		
✓ x	Psychic (Mental Contact)	CHA	6	=	2	+		+	4	
✓	Ride	DEX	3	=	3	+		+		
✓	Sense Motive	WIS	2	=	1	+	1.0	+		
✓	Spot	WIS	1	=	1	+		+		
✓	Stealth	DEX	5	=	3	+	2.0	+		
✓	Survival	WIS	1	=	1	+		+		
✓	Swim	STR	0	=	0	+		+		
✓	Use Computer	INT	2	=	2	+		+		
✓	Use Rope	DEX	3	=	3	+		+		
				=		+		+		
						+		+		

✓: can be used untrained. x: exclusive skills

EQUIPMENT					
	ITEM	LOCATION	QTY	WT	COST
Club		Equipped	1	3.0	0.0
Peasant's Outfit		Equipped	1	2.0	0.0
TOTAL WEIGHT CARRIED/VALUE				3 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

FEATS	
Simple Weapon Proficiency	Use simple weapons normally.

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsphear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common	

TEMPLATES	
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Notes:

Character Sheet Notes: