

CHARACTER		PLAYER			
Lizardfolk		medium			
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	
AGE		ALIGNMENT		DEITY	OCCUPATION
Common					

ADULT NAME	TOTAL	MOD	BASE	INNERENT	ENHANCE	MISC
STR STRENGTH	17	3	15			2
DEX DEXTERITY	13	1	13			
CON CONSTITUTION	14	2	12			2
INT INTELLIGENCE	14	2	14			
WIS WISDOM	14	2	14			
CHAR CHARISMA	12	1	12			

HIT POINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVEL	
	12	d10	paladin	1	2	2	0	2	1	
TEMPORARY HP										
TOTAL HP	12	FAVORED CLASS		TOTALS	1	2	2	0	2	1

[illegible]

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	
FORT FORTITUDE	4	2		2	
REF REFLEX	1	0		1	
WILL WILLPOWER	4	2		2	

ATTACK	TOTAL	BASE ATTACK BONUS			ABILITY	SIZE
MELEE ATTACK MODIFIER	4	1			3	0
RANGED ATTACK MODIFIER	2	1			1	0
CMB TO ATTACK	4	1			3	0
CMD (CMD)	15	-10-	1	3	1	0

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

[illegible][illegible]

WEAPONS AND ATTACKS	ENHANCE	1ST	2ND	3RD	4TH	5TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	NOTES
		+4										

CLASS		TOTAL	RANKS	ABILITY	TRAINED		
<input type="checkbox"/>	ACROBATICS *	DEX	2	1	1		
<input type="checkbox"/>	APPRAISE	INT	3	1	2		
<input type="checkbox"/>	BLUFF	CHA	2	1	1		
<input type="checkbox"/>	CLIMB *	STR	12	1	3		8
<input type="checkbox"/>	CRAFT:	INT	2		2		
<input type="checkbox"/>	CRAFT:	INT					
<input type="checkbox"/>	DIPLOMACY	CHA	1		1		
<input type="checkbox"/>	DISABLE DEVICE *	DEX					
<input type="checkbox"/>	DISGUISE	CHA	1		1		
<input type="checkbox"/>	ESCAPE ARTIST *	DEX	1		1		
<input type="checkbox"/>	FLY *	DEX	1		1		
<input type="checkbox"/>	HANDLE ANIMAL	CHA					
<input type="checkbox"/>	HEAL	WIS	2		2		
<input type="checkbox"/>	INTIMIDATE	CHA	1		1		
<input type="checkbox"/>	KN:	INT					
<input type="checkbox"/>	KN:	INT					
<input type="checkbox"/>	KN:	INT					
<input type="checkbox"/>	KN:	INT					
<input type="checkbox"/>	KN:	INT					
<input type="checkbox"/>	KN:	INT					
<input type="checkbox"/>	KN:	INT					
<input type="checkbox"/>	LINGUISTICS	INT					
<input type="checkbox"/>	PERCEPTION	WIS	2		2		
<input type="checkbox"/>	PERFORM	CHA	1		1		
<input type="checkbox"/>	PROFESSION	WIS					
<input type="checkbox"/>	RIDE *	DEX	1		1		
<input type="checkbox"/>	SENSE MOTIVE	WIS	2		2		
<input type="checkbox"/>	SLIGHT OF HAND *	DEX					
<input type="checkbox"/>	SPELLCRAFT	INT					
<input type="checkbox"/>	STEALTH *	DEX	1		1		
<input type="checkbox"/>	SURVIVAL	WIS	2		2		
<input type="checkbox"/>	SWIM *	STR	3		3		
<input type="checkbox"/>	USE MAGIC DEVICE	CHA					

MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. SKILLS MARKED WITH A ☐ ARE APPLIED ARMOR CHECK PENALTIES.

EXPERIENCE							
SLOW	MEDIUM	FAST					
INIT	1						
		SPEED	FLY	SWIM	CLIMB		

DR	
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SR SPELL RESISTANCE		
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AP		
ACTION POINTS		

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RESISTANCES

RESISTANCES

PROFICIENCIES
