

1

CHARACTER

RACE

SIZE

CLASS

LEVEL

GENDER

AGE

HEIGHT

WEIGHT

DEITY

ALIGNMENT

LANGUAGES

ARMOR & PROTECTION WORN

WEAPONS USED

NOTABLE ITEMS

ABILITY SCORES

STR

INT

DEX

WIS

CON

CHA

MOVEMENT & LIFTING

SPEED

OVER HEAD

OFF GROUND

PUSH OR DRAG

SAVING THROWS

FORT

REF

WILL

SAVING THROW MODIFIERS

ARMOR CLASS

FLAT FOOT

VS TOUCH

ARMOR CLASS MODIFIERS

HIT POINTS

SUB DUAL

2

CHARACTER

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SAVING THROW MODIFIERS

ARMOR CLASS

FLAT FOOT

VS TOUCH

ARMOR CLASS MODIFIERS

HIT POINTS

SUB DUAL

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SAVING THROW MODIFIERS

ARMOR CLASS

FLAT FOOT

VS TOUCH

ARMOR CLASS MODIFIERS

HIT POINTS

SUB DUAL

Armor Check Penalty

Can be used untrained

Armor Check Penalty

Alchemy

Animal Empathy

Appraise

Balance

Bluff

Climb

Concentration

Decipher Script

Diplomacy

Disable Device

Disguise

Escape Artist

Forgery

Gather Information

Handle Animal

Heal

Hide

Innuendo

Intimidate

Intuit Direction

Jump

Knowledge, arcana

Knowledge, religion

Knowledge, nature

Listen

Move Silently

Open Lock

Perform

Pick Pocket

Read Lips

Ride

Scry

Search

Sense Motive

Spellcraft

Spot

Swim

Tumble

Use Magic Device

Use Rope

Wilderness Lore