

CHARACTER _____ PLAYER _____
CLASS _____ LEVEL _____
RACE _____ ALIGNMENT _____
PATRON DEITY/RELIGION _____
ORIGIN _____
NATIONALITY _____ RESIDENCE _____



ABILITY SCORES

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER

HIT POINTS

DIE TYPE

DAMAGE REDUCTION

AC WHEN
FLAT-FOOTED
AC VERSUS
TOUCH ATTACKS

MISS CHANCE

MAX DEX
BONUS

ARMOR CHECK
PENALTY

ARCANE SPELL
FAILURE

SPELL RESISTANCE

ARMOR

MODIFIERS

ARMOR SHIELD DEX WIS SIZE NATURAL MISC

= 10 +

ARMOR
WORN



CLASS

SAVING THROWS

	TOTAL	BASE	MODIFIERS	ABILITY	MAGIC	MISC	TEMP
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT BONUSES

	TOTAL	BASE	MODIFIERS	ABILITY	SIZE	MISC	TEMP
INITIATIVE (DEX)							
MELEE (STR)							
RANGED (DEX)							

ADDITIONAL COMBAT MODIFIERS

PROFICIENCIES

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

MAX RANKS = LVL+3(/2)

ALCHEMY
ANIMAL EMPATHY
APPRAISE ■
BALANCE ■
BLUFF ■
CLIMB ■
CONCENTRATION ■
CRAFT ■ ()
DECIPHER SCRIPT
DIPLOMACY ■
DISABLE DEVICE
DISGUISE ■
ESCAPE ARTIST ■
FORGERY ■
GATHER INFORMATION ■

HANDLE ANIMAL
HEAL ■
HIDE ■
INNUENDO
INTIMIDATE ■
INTUIT DIRECTION
JUMP ■

KNOWLEDGE ()
KNOWLEDGE ()
KNOWLEDGE ()
KNOWLEDGE ()
LISTEN ■
MOVE SILENTLY ■
OPEN LOCK
PERFORM ■ ()
()
()

PICK POCKET
PROFESSION ()
READ LIPS
RIDE ■
SCRY ■
SEARCH ■
SENSE MOTIVE ■
SPELLCRAFT
SPOT ■
SWIM ■
TUMBLE
USE MAGIC DEVICE
USE ROPE ■
WILDERNESS LORE ■

SKILLS

CROSS CLASS	KEY ABILITY	MODIFIERS	TOTAL	ABILITY	RANKS	MISC
<input type="checkbox"/>	INT					
<input type="checkbox"/>	CHA					
<input type="checkbox"/>	INT					
<input type="checkbox"/>	DEX*					
<input type="checkbox"/>	CHA					
<input type="checkbox"/>	STR*					
<input type="checkbox"/>	CON					
<input type="checkbox"/>	INT					
<input type="checkbox"/>	INT					
<input type="checkbox"/>	CHA					
<input type="checkbox"/>	INT					
<input type="checkbox"/>	CHA					
<input type="checkbox"/>	DEX*					
<input type="checkbox"/>	INT					
<input type="checkbox"/>	CHA					
<input type="checkbox"/>	CHA					
<input type="checkbox"/>	WIS					
<input type="checkbox"/>	DEX*					
<input type="checkbox"/>	WIS					
<input type="checkbox"/>	CHA					
<input type="checkbox"/>	WIS					
<input type="checkbox"/>	STR*					
<input type="checkbox"/>	INT					
<input type="checkbox"/>	INT					
<input type="checkbox"/>	INT					
<input type="checkbox"/>	INT					
<input type="checkbox"/>	WIS					
<input type="checkbox"/>	DEX*					
<input type="checkbox"/>	DEX					
<input type="checkbox"/>	CHA					
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>	DEX*					
<input type="checkbox"/>	WIS					
<input type="checkbox"/>	INT					
<input type="checkbox"/>	DEX					
<input type="checkbox"/>	INT					
<input type="checkbox"/>	WIS					
<input type="checkbox"/>	STR†					
<input type="checkbox"/>	DEX*					
<input type="checkbox"/>	CHA					
<input type="checkbox"/>	DEX					
<input type="checkbox"/>	WIS					
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						

■ CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES — † -1 PER 5 LBS. OF GEAR

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD						TOTAL WEIGHT CARRIED		

MOVEMENT/LIFTING

MOVEMENT		RATE		MOVEMENT		RATE	
WALK (= BASE)				HOUR WALK			
HUSTLE				HOUR HUSTLE			
RUN (X3)				DAY WALK			
RUN (X4)				SPECIAL			
LOAD	WEIGHT CARRIED		MAX DEX	CHK PEN	RUN		
LIGHT			NORMAL	NORMAL	NORMAL		
MEDIUM			+3	-3	X4		
HEAVY			+1	-6	X3		

EXPERIENCE

The diagram illustrates a 3-level pyramid structure. The top level is a large rectangle labeled "TOTAL EXPERIENCE". Below it are two smaller rectangles, one on the left labeled "LIFT OVER HEAD" and one on the right labeled "LIFT OFF GROUND". Below these two are three even smaller rectangles, one in the center labeled "PUSH OR DRAG".

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

LIFT OVER HEAD
= MAX LOAD

LIFT OFF GROUND
= 2 X MAX LOAD

PUSH OR DRAG
= 5 X MAX LOAD

MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

CLASS & RACIAL ABILITIES

[illegible]

FEATS

[illegible]

LANGUAGES

--	--

[illegible][illegible][illegible][illegible]

CHARACTER DESCRIPTION

CHARACTER NAME	AGE	SEX
DESCRIPTION	BIRTH DATE	SIZE
	HEIGHT	WEIGHT
	HAIR	EYES
	SKIN	HANDEDNESS

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES