

CHARACTER _____ CLASS _____ RACE _____ PATRON DEITY/RELIGION _____ ORIGIN _____ NATIONALITY _____

PLAYER _____ LEVEL _____ ALIGNMENT _____



ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

RESIDENCE

HIT POINTS

DIE TYPE _____
DAMAGE REDUCTION _____

AC WHEN FLAT-FOOTED
AC VERSUS TOUCH ATTACKS
MISS CHANCE _____
MAX DEX BONUS _____
ARMOR CHECK PENALTY _____
ARCAN SPELL FAILURE _____
SPELL RESISTANCE _____



CLASS	ARMOR	MODIFIERS				
		ARMOR	SHIELD	DEX	WIS	SIZE
= 10 +	WORN					

SAVING THROWS

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

	MODIFIERS				

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

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NOTES

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE

NOTES

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE

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"/>	CHA				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	DEX*				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	DEX*				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	DEX				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	DEX*				
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<input type="checkbox"/>	INT				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	DEX*				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	WIS				
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<input type="checkbox"/>	DEX*				
<input type="checkbox"/>	CHA				
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<input type="checkbox"/>	DEX				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	DEX*				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	INT				
<input type="					

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
LIGHT		NORMAL	NORMAL
MEDIUM		+3	-3
HEAVY		+1	-6
			X4
			X3

EXPERIENCE

TOTAL EXPERIENCE	
XPS NEEDED FOR NEXT LEVEL	
<input type="text"/>	<input type="text"/>
LIFT OVER HEAD = MAX LOAD	LIFT OFF GROUND = 2 X MAX LOAD
<input type="text"/>	<input type="text"/>
PUSH OR DRAG = 5 X MAX LOAD	

MONEY & GEMS

CP —
SP —
GP —
PP —
GEMS —

CLASS & RACIAL ABILITIES

FEATS

LANGUAGES

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
	0		0	
	1ST			
	2ND			
	3RD			
	4TH			
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			

SPELLS

SPELL SAVE DC MOD

MAGIC ITEMS

HENCHMEN/ANIMAL COMPANIONS

NOTES

NOTES

NOTES

NOTES

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