

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

## 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						
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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 ■ ( )  
( )  
( )

## 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"/>						

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

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

LANGUAGES

FEATS

[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