

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						
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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"/>						

■ 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

A diagram of a rectangular box. The top edge is labeled "TOTAL EXPERIENCE". The bottom edge is labeled "XPS NEEDED FOR NEXT LEVEL". Below the box, there are three smaller rectangular boxes. The left one is labeled "LIFT OVER HEAD" and "= MAX LOAD". The right one is labeled "LIFT OFF GROUND" and "= 2 X MAX LOAD". The bottom center one is labeled "PUSH OR DRAG" and "= 5 X MAX LOAD".

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 &amp; 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