

CHARACTER _____

PLAYER _____

CLASS _____

LEVEL _____

RACE _____

ALIGNMENT _____

ORIGIN

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ABILITY SCORES

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

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	
RAL MISC	

SKILLS

ARMOR							
MODIFIERS							
	ARMOR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
10 +							

SAVING THROWS

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

COMBAT BONUSES

	TOTAL	BASE	MODIFIERS		
			ABILITY	SIZE	MISC
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

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WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE

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WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE

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WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE

NOTES

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

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Large empty rectangular box for Languages notes.

FEATS

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LANGUAGES

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

SPELLS

SPELL SAVE DC MOD

MAGIC ITEMS

HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA

NOTES

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA

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NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA

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NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA

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