

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

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

### SKILLS

CROSS CLASS KEY ABILITY TOTAL MODIFIERS RANKS MISC

MAX RANKS = LVL+3 (/2)

ALCHEMY

INT

ANIMAL EMPATHY

CHA

APPRAISE ■

INT

BALANCE ■

DEX\*

BLUFF ■

CHA

CLIMB ■

STR\*

CONCENTRATION ■

CON

CRAFT ■ (\_\_\_\_\_)

INT

DECIPHER SCRIPT

INT

DIPLOMACY ■

CHA

DISABLE DEVICE

INT

DISGUISE ■

CHA

ESCAPE ARTIST ■

DEX\*

FORGERY ■

INT

GATHER INFORMATION ■

CHA

HANDLE ANIMAL

CHA

HEAL ■

WIS

HIDE ■

DEX\*

INNUENDO

WIS

INTIMIDATE ■

CHA

INTUIT DIRECTION

WIS

JUMP ■

STR\*

KNOWLEDGE(\_\_\_\_\_)

INT

KNOWLEDGE(\_\_\_\_\_)

INT

KNOWLEDGE(\_\_\_\_\_)

INT

KNOWLEDGE(\_\_\_\_\_)

INT

LISTEN ■

WIS

MOVE SILENTLY ■

DEX\*

OPEN LOCK

DEX

PERFORM ■ (\_\_\_\_\_)

CHA

(\_\_\_\_\_)

(\_\_\_\_\_)

(\_\_\_\_\_)

(\_\_\_\_\_)

PICK POCKET

DEX\*

PROFESSION (\_\_\_\_\_)

WIS

READ LIPS

INT

ROLL ■

DEX

SCRY ■

INT

SEARCH ■

INT

SENSE MOTIVE ■

WIS

SPELLCRAFT

INT

SPOT ■

WIS

SWIM ■

STR\*

TUMBLE

DEX\*

USE MAGIC DEVICE

CHA

USE ROPE ■

DEX

WILDERNESS LORE ■

WIS

■ 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
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

Large empty rectangular box for Class and Racial Abilities.

Large empty rectangular box for Languages.

## FEATS

Large empty rectangular box for Feats.

## LANGUAGES

Large empty rectangular box for 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