

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	NATURAL
= 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 _____

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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 rectangular area for listing Class and Racial Abilities.

Large rectangular area for listing Class and Racial Abilities.

FEATS

Large rectangular area for listing Feats.

LANGUAGES

Large rectangular area for listing Languages.

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