

CHARACTER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_  
 RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 PATRON DEITY/RELIGION \_\_\_\_\_  
 ORIGIN \_\_\_\_\_  
 NATIONALITY \_\_\_\_\_ RESIDENCE \_\_\_\_\_



### ABILITY SCORES

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

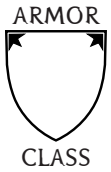
### HIT POINTS

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

### ARMOR



ARMOR CLASS = 10 +

ARMOR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

ARMOR WORN

### SAVING THROWS

	TOTAL	BASE	MODIFIERS				TEMP	MODIFIERS
			ABILITY	MAGIC	MISC			
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)

	CROSS CLASS	KEY ABILITY	MODIFIERS		
			TOTAL	ABILITY	RANKS
ALCHEMY	<input type="checkbox"/>	INT			
ANIMAL EMPATHY	<input type="checkbox"/>	CHA			
APPRAISE ■	<input type="checkbox"/>	INT			
BALANCE ■	<input type="checkbox"/>	DEX*			
BLUFF ■	<input type="checkbox"/>	CHA			
CLIMB ■	<input type="checkbox"/>	STR*			
CONCENTRATION ■	<input type="checkbox"/>	CON			
CRAFT ■ ( _____ )	<input type="checkbox"/>	INT			
DECIPHER SCRIPT	<input type="checkbox"/>	INT			
DIPLOMACY ■	<input type="checkbox"/>	CHA			
DISABLE DEVICE	<input type="checkbox"/>	INT			
DISGUISE ■	<input type="checkbox"/>	CHA			
ESCAPE ARTIST ■	<input type="checkbox"/>	DEX*			
FORGERY ■	<input type="checkbox"/>	INT			
GATHER INFORMATION ■	<input type="checkbox"/>	CHA			
HANDLE ANIMAL	<input type="checkbox"/>	CHA			
HEAL ■	<input type="checkbox"/>	WIS			
HIDE ■	<input type="checkbox"/>	DEX*			
INNUENDO	<input type="checkbox"/>	WIS			
INTIMIDATE ■	<input type="checkbox"/>	CHA			
INTUIT DIRECTION	<input type="checkbox"/>	WIS			
JUMP ■	<input type="checkbox"/>	STR*			
KNOWLEDGE ( _____ )	<input type="checkbox"/>	INT			
KNOWLEDGE ( _____ )	<input type="checkbox"/>	INT			
KNOWLEDGE ( _____ )	<input type="checkbox"/>	INT			
KNOWLEDGE ( _____ )	<input type="checkbox"/>	INT			
LISTEN ■	<input type="checkbox"/>	WIS			
MOVE SILENTLY ■	<input type="checkbox"/>	DEX*			
OPEN LOCK	<input type="checkbox"/>	DEX			
PERFORM ■ ( _____ )	<input type="checkbox"/>	CHA			
( _____ )					
( _____ )					
PICK POCKET	<input type="checkbox"/>	DEX*			
PROFESSION ( _____ )	<input type="checkbox"/>	WIS			
READ LIPS	<input type="checkbox"/>	INT			
RIDE ■	<input type="checkbox"/>	DEX			
SCRY ■	<input type="checkbox"/>	INT			
SEARCH ■	<input type="checkbox"/>	INT			
SENSE MOTIVE ■	<input type="checkbox"/>	WIS			
SPELLCRAFT	<input type="checkbox"/>	INT			
SPOT ■	<input type="checkbox"/>	WIS			
SWIM ■	<input type="checkbox"/>	STR†			
TUMBLE	<input type="checkbox"/>	DEX*			
USE MAGIC DEVICE	<input type="checkbox"/>	CHA			
USE ROPE ■	<input type="checkbox"/>	DEX			
WILDERNESS LORE ■	<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

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

## FEATS

## LANGUAGES

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
	0		0	
	1ST			
	2ND			
	3RD			
	4TH			
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			

SPELL SAVE DC MOD

## SPELLS

## 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
NOTES													
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
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

DATE CREATED \_\_\_\_\_ DM/CAMPAIGN \_\_\_\_\_