

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				

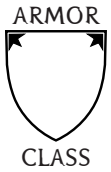
HIT POINTS

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 +

MODIFIERS							
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						
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

MAX RANKS = LVL+3(/2)

	CROSS CLASS	KEY ABILITY	TOTAL	ABILITY	RANKS	MISC
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