

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



ABILITY SCORES

STRENGTH
 DEXTERITY
 CONSTITUTION
 INTELLIGENCE
 WISDOM
 CHARISMA

SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER

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

SKILLS

MAX RANKS = LVL+3(/2)

- ALCHEMY
- ANIMAL EMPATHY
- APPRAISE ■
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- CRAFT ■ (_____)
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- ESCAPE ARTIST ■
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■
- INNUENDO
- INTIMIDATE ■
- INTUIT DIRECTION
- JUMP ■
- KNOWLEDGE (_____)
- KNOWLEDGE (_____)
- KNOWLEDGE (_____)
- KNOWLEDGE (_____)
- LISTEN ■
- MOVE SILENTLY ■
- OPEN LOCK
- PERFORM ■ (_____)
- (_____)
- (_____)
- PICK POCKET
- PROFESSION (_____)
- READ LIPS
- RIDE ■
- SCRY ■
- SEARCH ■
- SENSE MOTIVE ■
- SPELLCRAFT
- SPOT ■
- SWIM ■
- TUMBLE
- USE MAGIC DEVICE
- USE ROPE ■
- WILDERNESS LORE ■

CROSS CLASS	KEY ABILITY	MODIFIERS		
		TOTAL	ABILITY RANKS	MISC
	INT			
	CHA			
	INT			
	DEX*			
	CHA			
	STR*			
	CON			
	INT			
	INT			
	CHA			
	INT			
	CHA			
	DEX*			
	INT			
	CHA			
	CHA			
	WIS			
	DEX*			
	WIS			
	CHA			
	WIS			
	STR*			
	INT			
	INT			
	INT			
	INT			
	WIS			
	DEX*			
	DEX			
	CHA			
	DEX*			
	WIS			
	INT			
	DEX			
	INT			
	INT			
	WIS			
	STR†			
	DEX*			
	CHA			
	DEX			
	WIS			

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 BONUS

	TOTAL	BASE	MODIFIERS			TEMP
			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
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						

■ 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 _____