

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

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 ■

### SKILLS

CROSS CLASS	KEY ABILITY	MODIFIERS		
		TOTAL	ABILITY	RANKS
<input type="checkbox"/>	INT			
<input type="checkbox"/>	CHA			
<input type="checkbox"/>	INT			
<input type="checkbox"/>	DEX*			
<input type="checkbox"/>	CHA			
<input type="checkbox"/>	STR*			
<input type="checkbox"/>	CON			
<input type="checkbox"/>	INT			
<input type="checkbox"/>	INT			
<input type="checkbox"/>	CHA			
<input type="checkbox"/>	INT			
<input type="checkbox"/>	CHA			
<input type="checkbox"/>	DEX*			
<input type="checkbox"/>	INT			
<input type="checkbox"/>	CHA			
<input type="checkbox"/>	CHA			
<input type="checkbox"/>	WIS			
<input type="checkbox"/>	DEX*			
<input type="checkbox"/>	WIS			
<input type="checkbox"/>	CHA			
<input type="checkbox"/>	WIS			
<input type="checkbox"/>	STR*			
<input type="checkbox"/>	INT			
<input type="checkbox"/>	INT			
<input type="checkbox"/>	INT			
<input type="checkbox"/>	INT			
<input type="checkbox"/>	WIS			
<input type="checkbox"/>	DEX*			
<input type="checkbox"/>	DEX			
<input type="checkbox"/>	CHA			
<input type="checkbox"/>				
<input type="checkbox"/>	DEX*			
<input type="checkbox"/>	WIS			
<input type="checkbox"/>	INT			
<input type="checkbox"/>	DEX			
<input type="checkbox"/>	INT			
<input type="checkbox"/>	INT			
<input type="checkbox"/>	WIS			
<input type="checkbox"/>	STR†			
<input type="checkbox"/>	DEX*			
<input type="checkbox"/>	CHA			
<input type="checkbox"/>	DEX			
<input type="checkbox"/>	WIS			
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

**ARMOR**

ARMOR CLASS = 10 +

ARMOR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

MODIFIERS

**SAVING THROWS**

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

**COMBAT BONUSES**

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							
MELEE (STR)							
RANGED (DEX)							

ADDITIONAL COMBAT MODIFIERS

PROFICIENCIES

### WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
NOTES						
NOTES						
NOTES						
NOTES						
NOTES						
NOTES						
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