

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

ARMOR

MODIFIERS

ARMOR SHIELD DEX WIS SIZE NATURAL MISC

= 10 +

ARMOR
WORN



CLASS

SAVING THROWS

| | TOTAL | BASE | MODIFIERS | ABILITY | MAGIC | MISC | TEMP |
|-----------------|-------|------|-----------|---------|-------|------|------|
| 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 | | | | | | |

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 ■ ()
()
()

SKILLS

| CROSS CLASS | KEY ABILITY | MODIFIERS | TOTAL | ABILITY | RANKS | MISC |
|--------------------------|-------------|-----------|-------|---------|-------|------|
| <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"/> | | | | | | |
| <input type="checkbox"/> | DEX* | | | | | |
| <input type="checkbox"/> | WIS | | | | | |
| <input type="checkbox"/> | INT | | | | | |
| <input type="checkbox"/> | DEX | | | | | |
| <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"/> | | | | | | |

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

LANGUAGES

FEATS

[illegible]

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