CHARAC	TER					PLAYER								
CLASS						LEVEL _			$' \mathbf{U}$	<u>I</u> UN	IGF		15	
RACE						ALIGNN	IENT		🏹				/	>
PATRON	DEITY/RELIGION									ĴR₄				
ORIGIN									CHARA	CTER	RECO	JRD S	HEET	-
NATION	ALITY			RESID	ENCE									
ABILI	TY SCORES		темр тем	P	HIT PO	TNIC	S		SKILI	S				
CTDEN		MODIFIER	CORE MODIF	IER				MAX RANKS = $LVL+3(/2)$	CROSS CLASS	KEY ABILITY	- TOTAL		IODIFIERS RANKS	s MISC
STREN		┼──┤┣─		-				ALCHEMY		INT		\square		
DEXTE		+		-				ANIMAL EMPATHY APPRAISE ■		CHA INT		-+		$\left - \right $
	ITUTION	┼──┤┣─		DIE TY	PE			BALANCE		DEX*		-+		
		+		DAMA	GE REDU	CTION		BLUFF ■		СНА				
WISDO		+		-	AC WHEN			CLIMB		STR*		$ \rightarrow $		\mid
CHARIS					FLAT-FOO AC VERSU	TED		CONCENTRATION ■ CRAFT ■ ()	CON INT		-+		$\left - \right $
			RMOR		TOUCH A			DECIPHER SCRIPT		INT				
ARMO		R SHIELD DEX	WIS SIZE	NATURAL MISC	MISS CHA			DIPLOMACY		СНА		$ \rightarrow $		
() = 10 +				BONUS			DISABLE DEVICE DISGUISE E		INT CHA		-+		
	ARMOR WORN				PENALTY			ESCAPE ARTIST		DEX*		-+		
CLAS	SS ARM				FAILURE	FELL		FORGERY		INT				
			MC	DIFIERS	SPELL RES	SISTANCE		GATHER INFORMATION		СНА		$ \rightarrow $		
SAVING THROWS			ABILITY MAG			MODIFI	ERS	HANDLE ANIMAL HEAL ■		CHA WIS		-+		\vdash
VIV SO	FORTITUDE (CON)		+ $+$	+ $+$				HIDE		DEX*				
SA	REFLEX (DEX)	++						INNUENDO		WIS		$ \rightarrow $		
Ľ,	will (wis)							INTIMIDATE INTUIT DIRECTION		CHA WIS				\vdash
ÅT ES		TOTAL		BASE A	BILITY SIZ	ODIFIERS E MISC	TEMP	JUMP	ū	STR*				
COMBAT BONUSES	INITIATIVE (DEX)							KNOWLEDGE () 🗅	INT		\square		
2 Z C	MELEE (STR)							KNOWLEDGE(KNOWLEDGE() 🗋) 🗖	INT INT		-+		
OB	RANGED (DEX)							KNOWLEDGE) 🗖	INT		-+		
	ADDITIONAL COMBAT MC	DIFIERS		PROF	ICIENCIES			LISTEN		WIS		\square		
								MOVE SILENTLY		DEX* DEX		-+		$\left - \right $
								OPEN LOCK PERFORM ■ (_	CHA		-+		\vdash
								(/)				
		WE	APONS					()		 _	 _	
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	PICK POCKET PROFESSION ()	DEX* WIS				
								READ LIPS		INT				
NOTES								RIDE 🔳		DEX		$ \rightarrow $		
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	SCRY ■ SEARCH ■		INT INT		-+		
								SENSE MOTIVE		WIS		-+		
NOTES								SPELLCRAFT		INT				
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	SPOT		WIS		$ \rightarrow $		
								SWIM ■ TUMBLE		STR† DEX*		-+		\vdash
NOTES					-	-		USE MAGIC DEVICE		сна				
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	USE ROPE		DEX		$ \rightarrow $		
								WILDERNESS LORE		WIS		-+		\vdash
NOTES														
	WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE							
												-+		\vdash
NOTES								■ CAN BE USED WITH O RANKS — * AF		PENALTY A	PPLIES -	- † -1 PER	5 LBS. OF	F GEAR

5

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EQUIPMENT

ITEM		LOCATI	ON WT		ITEM		LOCATION	wт		ITEM	LOCATION	wт		
CURRENT LO	AD								TOTAL W	EIGHT CARRIED				
	MOVEN	1ENT/	LIFTIN	G			EXPERI	ENC			(& GEMS			
MOVEMENT	RAT		MOVEM		RATE		TOTAL EXP		1	CP —				
WALK (= BASE)	KAI	-	HOURW		MAIE		. SINE LAF	בחכ	-					
	_									SP —				
HUSTLE			HOURHU			XF	PS NEEDED FOR NEXT LEVEL							
RUN (X3)			DAY WA							GP —				
RUN (X4)			1		BUN	╵└──┌──								
LOAD	WEIGHT C	ARRIED	MAX DEX	CHK PEN	RUN			L		РР —				
LIGHT			NORMAL	NORMAL			VER HEAD		FF GROUND					
MEDIUM			+3	-3	×4					GEMS —				
HEAVY			+1	-6	X3		PUSH OR = 5 x max	DRAG						
CLASS & R	ACIAL	ABILIJ	TIES							FEATS				
					ΙΔ	NGUA	GES							

SPELL SAVE DC LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN	SPELLS
0		0		
1ST				
2ND				
3RD				
4тн				
5тн				
бтн				
7тн				
8тн				
9тн				
SPELL	. SAVE DC N	IOD		
M	AGIC IT	rems		
				IENCHMEN/ANIMAL COMPANIONS

HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	ΑΤΚ	STR	DEX	CON	INT	WIS	СНА
NOTES													
NAME	RACE/CLASS	HD/LVL	ΗР	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	сна
NOTES													
NAME	RACE/CLASS	HD/LVL	НP	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	СНА
NOTES	NOTES												
NAME	RACE/CLASS	HD/LVL	НР	INIT	SPD	AC	ΑΤΚ	STR	DEX	CON	INT	WIS	сна
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 DM/CAMPAIGN DM/CAMPAIGN DM/CAMPAIGN DM/CAMPAIGN