

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 | 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 | | | | |
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| <input type="checkbox"/> | WIS | | | | |
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| <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 | | | | |
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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 | | | 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 | |
|--------------|----------|----|------|----------|----|----------------------|----------|----|--|
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| | | | | | | | | | |
| 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