

Character \_\_\_\_\_ Race \_\_\_\_\_ Player \_\_\_\_\_



Class \_\_\_\_\_ Level \_\_\_\_\_ Experience \_\_\_\_\_ Penalty \_\_\_\_\_

Gender \_\_\_\_\_ Age \_\_\_\_\_ Size \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Skin \_\_\_\_\_ Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Handedness \_\_\_\_\_

Alliance/Honour \_\_\_\_\_

Allies/Enemies \_\_\_\_\_

### ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR				
DEX				
CON				
INT				
WIS				
CHA				

### SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD
<b>FORT</b> (CON)						
<b>REF</b> (DEX)						
<b>WILL</b> (WIS)						

#### SAVING THROW MODIFIERS


### HIT POINTS

LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
1 x MAX LOAD	2 x MAX LOAD	5 x MAX LOAD

LOAD	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
	L				
	M		+3	-3	x4
	H		+1	-6	x3

**PARRY VALUE**  = 10 +  +  +  +

PARRY DODGE    STR DEX    SIZE MOD    MISC MOD

**DODGE VALUE**  = 10 +  +  +  +

ARMOUR CHECK PEN

VS. TOUCH ATTACKS

ARCANE SPELL FAIL

FLAT-FOOTED

ARMOUR AND PROTECTION	TYPE	DAMAGE REDUC.	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS.

PROFICIENT WITH  LIGHT ARMOUR  MEDIUM ARMOUR  HEAVY ARMOUR  SHIELDS

**INITIATIVE**  =  +

DEX MOD    MISC MOD

INITIATIVE MODIFIERS


### ATTACK BONUSES

	TOTAL ATTACK BONUS
<b>MELEE</b> (STR)	
<b>FINESSE</b> (DEX)	
<b>RANGED</b> (DEX)	

### BASE ATTACK BONUS

	BASE ATTACK BONUS	ABILITY MOD	SIZE MOD	MISC MOD	TEMP MOD

ATTACK BONUS MODIFIERS


WEAPONS	ATTACK BONUS	DAMAGE	CRITICAL	ARMOUR PIERCING	RANGE	HARD	HP	TYPE	SIZE	WGT LBS.	FINESSE Y/N	NOTES, SPECIAL QUALITIES

**WEAPON PROFICIENCIES**  ALL SIMPLE  ALL MARTIAL


### COMBAT MANOEUVRES

- Bull's Charge    Str 13+, Power Attack
- Cat's Parry    Parry Bonus 6+
- Decapitating Slash    BAB 10+, Int 11+
- Desperate Stab    Improved Initiative, BAB 15+
- Devastating Sweep    Whirlwind Attack
- Fling Aside    Str 15+, Improved Grapple, Improved Trip
- Hooking Parry    Parry Bonus 6+, Dex 13+
- Human Shield    Str 13+ Improved Grapple
- Leaping Charge    BAB 15+, Jump skill
- Pantherish Twist    Improved Uncanny Dodge



