Character Name: _____   **Age**: _____   **Height**: _____   **Weight**: _____

Race: Select   __ Dwarf   __ Human   __ Half-orc   **Size:** Medium-size   **Gender:** _____

Class: Fighter   **Level:** 1   **Alignment:** choose any non-evil: _____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma	___	___

Assign ability points by buying the from this table. You have 28 points. Then apply racial modifiers to your ability scores. Your final scores will range between 6 and 20.
    Write the bonuses for your chosen ability points in the Mod field to the right of the ability scores.

Attribute	Cost	Bonus
6	---	-2
7	---	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	---	+4
20	---	+5

Racial Modifiers	
Human	None
Dwarf	+2 Constitution, –2 Charisma
Elf	+2 Dexterity, –2 Constitution
Gnome	+2 Constitution, –2 Strength
Half-elf	None
Half-orc	+2 Strength, –2 Intelligence, –2 Charisma
Halfling	+2 Dexterity, –2 Strength

Languages: Common, dwarven or orc
Money: 10 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	0	+	___	+	*	(Dwarf): *+2 vs. poison and spells
Fortitude (Con)	___	=	+2	+	___	+	*	
Will (Wis)	___	=	0	+	___	+	*	

Armor Class	= 10	+	Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Misc. Mod	Hit Points [10+Con mod]
____	= 10	+	+4	+	+2	+	___	+	0	+	0	_____

Armor Type / Bonus: Scale mail/+4   **Shield Type / Bonus:** Large wooden shield/+2

Check Penalty: –6   **Movement:** 15´ (20' human and half-orc)   **Total** = **Dex Mod** + **Misc.**

Spell Failure: n/a   **Weight:** 40 lb.   **Initiative:** ____ = ___ + +4 (human)

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod		Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	+1	+	___	+	0		____	=	+1	+	___	+	0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
(Dwarf) dwarven waraxe [focus]	___	1d10	x3	—	15 lb.	Med.	Slash
(Human, half-orc) bastard swd [focus]	___	1d10	x2	—	10 lb.	Med.	Slash
shortbow	___	1d6	x3	60´	2 lb.	Med.	Pierce

Skill (cross-class?)	Total	=	Ranks	+	Ability Mod	+	Armor	Special Abilities, heroic feats, etc.
Climb [Str]	___	=	___	+	___	+	-6	(Dwarf and half-orc) Darkvision (60´)
Jump [Str]	___	=	___	+	___	+	-6	(Dwarf) Intuit unusual stonework (+2)
Ride [Dex]	___	=	___	+	___	+	___	(Dwarf) +2 saves vs.poison and spells
Listen* [Wis]	___	=	___	+	___	+	___	(Dwarf) +1 attack vs. orcs and goblinoids
Search* [Int]	___	=	___	+	___	+	___	(Dwarf) +4 dodge bonus vs. giants
Spot* [Wis]	___	=	___	+	___	+	___	(Dwarf) +2 on Alchemy checks
Swim [Str]	___	=	___	+	___	+	-6	Exotic weapon proficiency (waraxe or bastard sword)

Choose [2 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.

* cross-class skill

Weapon Focus (+1 w/ waraxe or bastard sword)

(Human) Improved Initiative (+4)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Quiver with 20 arrows

Character Name: _____   **Age**: _____   **Height**: _____   **Weight**: _____

Race: Select   __ Human   __ Half-orc   **Size:** Medium   **Gender:** _____

Class: Barbarian   **Level:** 1   **Alignment:** choose any non-evil non-lawful: _____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma	___	___

Assign ability points by buying the from this table. You have 28 points. Then apply racial modifiers to your ability scores. Your final scores will range between 6 and 20.
    Write the bonuses for your chosen ability points in the Mod field to the right of the ability scores.

Attribute	Cost	Bonus		Racial Modifiers	
6	---	-2		Human	None
7	---	-2		Dwarf	+2 Constitution, –2 Charisma
8	0	-1		Elf	+2 Dexterity, –2 Constitution
9	1	-1		Gnome	+2 Constitution, –2 Strength
10	2	0		Half-elf	None
11	3	0		Half-orc	+2 Strength, –2 Intelligence, –2 Charisma
12	4	+1		Halfling	+2 Dexterity, –2 Strength
13	5	+1			
14	6	+2			
15	8	+2			
16	10	+3			
17	13	+3			
18	16	+4			
19	---	+4			
20	---	+5			

Languages: Common, maybe orc
Money: 8 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	0	+	___	+	*	
Fortitude (Con)	___	=	+2	+	___	+	*	
Will (Wis)	___	=	0	+	___	+	*	

Armor Class			Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Misc. Mod		Hit Points [12+Con mod]
	= 10	+											_____
___	= 10	+	+3	+	+0	+	___	+	0	+	0		

Armor Type / Bonus: Studded leather/+3   **Shield Type / Bonus:** None

Check Penalty: –1   **Movement:** 40′   Total = Dex Mod + Misc.

Spell Failure: n/a   **Weight:** 20 lb.   **Initiative:** ___ = ___ + ___

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod		Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	+1	+	___	+	___		____	=	+1	+	___	+	0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
Greataxe [focus]	__	1d12	x3	—	20 lb.	Lg.	Slash
Dagger	__	1d4	x2	10′	1 lb.	Tiny.	Pierce
Shortbow	__	1d6	x3	60′	2 lb.	Med.	Pierce

Skill (cross-class?)	Total	=	Ranks	+	Ability Mod	+	Armor	Special Abilities, heroic feats, etc.

Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.

Skill (cross-class?)	Total	=	Ranks	+	Ability Mod	+	Armor	Special Abilities, heroic feats, etc.
Climb [Str]	___	=	___	+	___	+	-1	(Half-orc) Darkvision (60′)
Wilderness Lore [Wis]	___	=	___	+	___	+	___	Weapon Focus (+1 w/ greataxe)
Listen [Wis]	___	=	___	+	___	+	___	(Human) Alertness (+2 on Listen and Spot)
Jump [Str]	___	=	___	+	___	+	-1	Barbarian Rage (+4 Con, +4 Str, +2 Will saves, -2 AC,
Swim [Str]	___	=	___	+	___	+	-1	+2 hp); after rage –2 Str, -2 Con until next encounter;
Ride [Dex]	___	=	___	+	___	+	___	rage lasts 3 + Con mod rounds unless ended earlier
Intimidate [Cha]	___	=	___	+	___	+	___	Fast Movement (+10 move, included above)
Intuit Direction [Wis]	___	=	___	+	___	+	___	Cannot read or write
Spot [Wis] *	___	=	___	+	___	+	___	

   * cross-class skill

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Quiver with 20 arrows.

Character Name: _____ **Age**: _____ **Height**: _____ **Weight**: _____

Race: Select   __ Elf   __ Human   __ Half-orc   **Size:** Medium-size   **Gender:** _____

Class: Ranger   **Level:** 1   **Alignment:** choose any non-evil: _____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma	___	___

Assign ability points by buying the from this table. You have 28 points. Then apply racial modifiers to your ability scores. Your final scores will range between 6 and 20.
  Write the bonuses for your chosen ability points in the Mod field to the right of the ability scores.

Attribute	Cost	Bonus
6	---	-2
7	---	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	---	+4
20	---	+5

Racial Modifiers	
Human	None
Dwarf	+2 Constitution, –2 Charisma
Elf	+2 Dexterity, –2 Constitution
Gnome	+2 Constitution, –2 Strength
Half-elf	None
Half-orc	+2 Strength, –2 Intelligence, –2 Charisma
Halfling	+2 Dexterity, –2 Strength

Languages: Common, elven or orc
Money: 22 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	0	+	___	+	*	(Elf): * +2 vs Enchantment spells
Fortitude (Con)	___	=	+2	+	___	+	*	
Will (Wis)	___	=	0	+	___	+	*	

Armor Class	= 10	+	Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Misc. Mod	Hit Points [10+Con mod]
___	= 10	+	+3	+	+0	+	___	+	0	+	0	_____

Armor Type / Bonus: Studded leather/+3   **Shield Type / Bonus:** None

Check Penalty: –1   **Movement:** 30´   **Total** = **Dex Mod** + **Misc.**

Spell Failure: n/a   **Weight:** 20 lb.   **Initiative:** ___ = ___ + ___

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod		Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	+1	+	___	+	0		___	=	+1	+	___	+	0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
Long Sword	__	1d8	x2	—	4 lb.	Med.	Slash
Short Sword (off-hand)	__	1d6	x2	—	3 lb.	Sm.	Pierce
Longbow	__	1d8	x3	100´	3 lb.	Lg.	Pierce

   When striking with both swords, the ranger is –2 with each attack. If the ranger has a Strength bonus, add only half of it to damage with the short sword, which is in the ranger's off hand.

Skill (cross-class?)   **Total** = **Ranks** + **Ability Mod** + **Misc**   **Special Abilities, heroic feats, etc.**
Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.

Skill	Total	=	Ranks	+	Mod	+	Misc	Special Abilities, heroic feats, etc.
Wilderness Lore [Wis]	__	=	__	+	__	+	__	(Half-orc) Darkvision (60´)
Animal Empathy [Cha]	__	=	__	+	__	+	__	(Elf) Low-light vision (x2 normal range)
Hide [Dex]	__	=	__	+	__	+	-1	(Elf) Immune to magical sleep, +2 vs Enchantments
Move Silently [Dex]	__	=	__	+	__	+	-1	(Elf) +2 on Search, Spot, and Listen checks
Listen [Wis]	__	=	__	+	__	+	__	(Elf) W/in 5' of secret door, gets search check
Spot [Wis]	__	=	__	+	__	+	__	Fight two-handed (in light armor) with no penalties
Search [Int]	__	=	__	+	__	+	__	Point Blank Shot: +1* with missile weapons up to 30'
Heal [Wis]	__	=	__	+	__	+	__	(Human) Precise Shot: shoot into melee w/out penalty
Intuit Direction [Wis]	__	=	__	+	__	+	__	Favored enemy: _____
Track [Wis]	__	=	__	+	__	+	__	+1 Bluff, Listen, Sense Motive, Spot, Track, vs favored enemy

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Quiver with 20 arrows.

Character Name: _____ **Age**: _____ **Height**: _____ **Weight**: _____

Race: Select __ Human __ Half-elf __ Gnome **Size:** Medium (small for gnome) **Gender:** _____

Class: Paladin **Level:** 1 **Alignment:** choose any non-evil: __Lawful good_____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma	___	___

Assign ability points by buying the from this table. You have 28 points. Then apply racial modifiers to your ability scores. Your final scores will range between 6 and 20.

Write the bonuses for your chosen ability points in the Mod field to the right of the ability scores.

Attribute	Cost	Bonus
6	---	-2
7	---	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	---	+4
20	---	+5

Racial Modifiers	
Human	None
Dwarf	+2 Constitution, –2 Charisma
Elf	+2 Dexterity, –2 Constitution
Gnome	+2 Constitution, –2 Strength
Half-elf	None
Half-orc	+2 Strength, –2 Intelligence, –2 Charisma
Halfling	+2 Dexterity, –2 Strength

Languages: Common, elven or gnome
Money: 8 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	0	+	___	+	*	(Gnome): *+2 vs. illusions
Fortitude (Con)	___	=	+2	+	___	+	*	(Half-Elf): * +2 vs Enchantment spells, +4 vs magical sleep
Will (Wis)	___	=	0	+	___	+	*	Add Cha mod to all saves if positive

Armor Class		Armor Bonus		Shield Bonus		Dex Mod		Size Mod		Misc. Mod	Hit Points [10+Con mod]
___	= 10 +	+4	+	+2	+	___	+	+1 (gnome) +		0	_____

Armor Type / Bonus: Scale mail/+4 **Shield Type / Bonus:** Large wooden/+2

Check Penalty: –6 **Movement:** 20′ (15' for gnome) **Total** = **Dex Mod** + **Misc.**

Spell Failure: n/a **Weight:** 40 lb. **Initiative:** ___ = ___ + +4 (human)

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod		Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	+1	+	___	+	+1 (gnome)		___	=	+1	+	___	+	+1 (gnome)

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
(Human, half-elf) Long Sword [focus]	___	1d8	x2	—	4 lb.	Med.	Slash
(Gnome) Short Sword [focus]	___	1d6	x2	—	3 lb.	Sm.	Pierce
Shortbow	___	1d6	x3	60′	2 lb.	Med.	Pierce

Skill (cross-class?) **Total** = **Ranks** + **Ability Mod** + **Misc** **Special Abilities, heroic feats, etc.**

Choose [2 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.

Skill	Total	=	Ranks	+	Mod	+	Misc	Special Abilities
Heal [Wis]	___	=	___	+	___	+	___	(Half-Elf, Gnome) Low-light vision (x2 normal range)
Ride [Dex]	___	=	___	+	___	+	___	(Half-Elf) +4 save vs magical sleep, +2 vs Enchantment
Diplomacy [Cha]	___	=	___	+	___	+	___	(Half-Elf) +1 on Search, Spot, and Listen checks
Spot [Wis] *	___	=	___	+	___	+	___	(Gnome) Small: +1 AC, +1 attack, +4 Hide, +4 dodge vs giants
Listen [Wis] *	___	=	___	+	___	+	___	(Gnome) +1 attack vs goblinoids and kobolds
Climb [Str] *	___	=	___	+	___	+	-6	(Gnome) +2 on Listen and Alchemy Checks
Search [Int] *	___	=	___	+	___	+	___	*Detect evil* at will

  * cross-class skill

Divine grace (add Cha mod to saves)

Lay on hands (2 points/day) – or can use to damage undead

Gear: Backpack with waterskin, one day's trail rations,

bedroll, sack, and flint & steel. Three torches. Quiver with 20 arrows.

Divine health (immune to disease)

Weapon Focus (+1 with longsword or shortsword)

(Human) Improved Initiative (+4)

Character Name: _____ **Age**: _____ **Height**: _____ **Weight**: _____

Race: Select ___ Halfling ___ Human ___ Elf **Size:** Medium (small for halfling) **Gender:** _____

Class: Rogue **Level:** 1 **Alignment:** choose any non-evil: _____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma	___	___

Assign ability points by buying the from this table. You have 28 points. Then apply racial modifiers to your ability scores. Your final scores will range between 6 and 20.
Write the bonuses for your chosen ability points in the Mod field to the right of the ability scores.

Attribute	Cost	Bonus
6	---	-2
7	---	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	---	+4
20	---	+5

Racial Modifiers	
Human	None
Dwarf	+2 Constitution, –2 Charisma
Elf	+2 Dexterity, –2 Constitution
Gnome	+2 Constitution, –2 Strength
Half-elf	None
Half-orc	+2 Strength, –2 Intelligence, –2 Charisma
Halfling	+2 Dexterity, –2 Strength

Languages: Common, halfling or elven
Money: 43 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	+2	+	___	+	*	(Halfling): *+1 vs. all
Fortitude (Con)	___	=	0	+	___	+	*	(Elf): * +2 vs Enchantment spells
Will (Wis)	___	=	0	+	___	+	*	

Armor Class			Armor Bonus		Shield Bonus		Dex Mod		Size Mod		Misc. Mod	Hit Points [6+Con mod]
	= 10	+	___	+	___	+	___	+	___	+	___	_____
___	= 10	+	+2	+	+0	+	___	+	+1 (halfling)	+	0	

Armor Type / Bonus: Leather/+2 **Shield Type / Bonus:** None

Check Penalty: –6 **Movement:** 30´ (20 for halflings) **Total** = **Dex Mod** + **Misc.**

Spell Failure: n/a **Weight:** 15 lb. **Initiative:** ___ = ___ + ___

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod		Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	+0	+	___	+	+1 (halfling)		___	=	0	+	___	+	+1 (halfling)

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
Short Sword	___	1d6	x2	—	3 lb.	Sm.	Pierce
Lt Crossbow	___	1d8	x2	80´	7 lb.	Med.	Pierce
Dagger	___	1d4	x2	10´	1 lb.	Tiny.	Pierce

Skill (cross-class?) **Total** = **Ranks** + **Ability Mod** + **Misc** **Special Abilities, heroic feats, etc.**
Choose [8 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.

Skill (cross-class?)		Total	=	Ranks	+	Ability Mod	+	Misc	Special Abilities, heroic feats, etc.
Climb [Str]			=	___	+	___	+	___	(Halfling) Small. +1 AC, +1 attack, +4 Hide
Hide [Dex]			=	___	+	___	+	___	(Halfling) +2 Climb, Move Silently, Jump, & Listen
Move Silently [Dex]			=	___	+	___	+	___	(Halfling) +1 attack with thrown weapons
Decipher Script [Int]			=	___	+	___	+	___	(Elf) Low-light vision (x2 normal range)
Open Locks [Dex]			=	___	+	___	+	___	(Elf) Immune to magical sleep, +2 vs Enchantments
Listen [Wis]			=	___	+	___	+	___	(Elf) +2 on Search, Spot, and Listen checks
Disable Device [Int]			=	___	+	___	+	___	(Elf) W/in 5' of secret door, gets search check
Search [Int]			=	___	+	___	+	___	Improved Initiative (+4 on init checks)
Spot [Wis]		___ =		___	+	___	+	___	(Human) Alertness (+2 on Listen and Spot)
Use Magical Device [Cha]		___ =		___	+	___	+	___	Sneak attack (+1d6 damage) – can attempt 1/day
Pick Pockets [Dex]	___	=		___	+	___	+	___	May use Search skill to find traps
Bluff [Cha]	___	=		___	+	___	+	___	
Intimidate [Cha]	___	=		___	+	___	+	___	

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Thieves' tools. Hooded lantern and 3 pints of oil. Case with 10 crossbow bolts.

Character Name: _____ **Age**: _____ **Height**: _____ **Weight**: _____

Race: Select ___ Half-elf ___ Human **Size:** Medium **Gender:** _____

Class: Bard **Level:** 1 **Alignment:** choose any non-evil non-lawful: _____

Ability	Score	Mod
Strength	___	___
Dexterity (min 13)	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma (min 10)	___	___

> Assign ability points by buying the from this table. You have 28 points. Then apply racial modifiers to your ability scores. Your final scores will range between 6 and 20.
> Write the bonuses for your chosen ability points in the Mod field to the right of the ability scores.

Attribute	Cost	Bonus
6	---	-2
7	---	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	---	+4
20	---	+5

Racial Modifiers	
Human	None
Dwarf	+2 Constitution, –2 Charisma
Elf	+2 Dexterity, –2 Constitution
Gnome	+2 Constitution, –2 Strength
Half-elf	None
Half-orc	+2 Strength, –2 Intelligence, –2 Charisma
Halfling	+2 Dexterity, –2 Strength

Languages: Common, maybe elven
Money: 32 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	+2	+	___	+	*	(Half-Elf): * +2 vs Enchantment spells, +4 vs magical sleep
Fortitude (Con)	___	=	0	+	___	+	*	
Will (Wis)	___	=	0	+	___	+	*	

Armor Class		= 10	+	Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Misc. Mod	**Hit Points** [6+Con mod]
___		= 10	+	+3	+	+0	+	___	+	+0	+	0	_____

Armor Type / Bonus: Studded leather/+3 **Shield Type / Bonus:** None

Check Penalty: –1 **Movement:** 30´ **Total** = **Dex Mod** + **Misc.**

Spell Failure: 15% **Weight:** 20 lb. **Initiative:** ___ = ___ + +4 (human)

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod		Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	0	+	___	+	___		___	=	0	+	___	+	0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
Long Sword [focus]	___	1d8	x2	—	4 lb.	Med.	Slash
Shortbow	___	1d6	x3	60´	2 lb.	Med.	Pierce

Skill (cross-class?)	Total	=	Ranks	+	Ability Mod	+	Misc	Special Abilities, heroic feats, etc.
								Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.
Perform [Cha]	___	=	___	+	___	+	___	(Half-Elf) Low-light vision (x2 normal range)
Spellcraft [Int]	___	=	___	+	___	+	___	(Half-Elf) +4 save vs magical sleep, +2 vs Enchantment
Use Magical Device [Cha]	___	=	___	+	___	+	___	(Half-Elf) +1 on Search, Spot, and Listen checks
Gather Information [Cha]	___	=	___	+	___	+	___	Dodge (+1 AC vs chosen opponent)
Listen [Wis]	___	=	___	+	___	+	___	(Human) Improved Initiative (+4)
Decipher Script [Int]	___	=	___	+	___	+	___	Spells known (can cast 4 per day): (cast "on the fly")
Diplomacy [Cha]	___	=	___	+	___	+	___	Cantrips: *alter instrument, detect magic, ghost sound,*
Knowledge (any area) [Int]	___	=	___	+	___	+	___	*light,* and *read magic*
Pick Pockets [Dex]	___	=	___	+	___	+	-1	Bardic Music: Fascinate 1 creature, countersong musical

attacks, inspire confidence (+2 Will saves vs charm, fear)

Bardic Knowledge (1 + Int Mod check to know general

facts about noteworthy people, places, or things

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Quiver with 20 arrows. Lute (common instrument), spell component pouch.

Character Name: _____   **Age**: _____   **Height**: _____   **Weight**: _____

Race: Human   **Size:** Medium   **Gender:** _____

Class: Monk   **Level:** 1   **Alignment:** choose any non-evil lawful: _____

Ability	Score	Mod
Strength	___	___
Dexterity (min 13)	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma	___	___

Assign ability points by buying the from this table. You have 28 points. Then apply racial modifiers to your ability scores. Your final scores will range between 6 and 20.

Write the bonuses for your chosen ability points in the Mod field to the right of the ability scores.

Attribute	Cost	Bonus
6	---	-2
7	---	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	---	+4
20	---	+5

Racial Modifiers	
Human	None
Dwarf	+2 Constitution, –2 Charisma
Elf	+2 Dexterity, –2 Constitution
Gnome	+2 Constitution, –2 Strength
Half-elf	None
Half-orc	+2 Strength, –2 Intelligence, –2 Charisma
Halfling	+2 Dexterity, –2 Strength

Languages: Common
Money: 6 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	+2	+	___	+	*	
Fortitude (Con)	___	=	+2	+	___	+	*	
Will (Wis)	___	=	+2	+	___	+	*	

Armor Class		= 10	+	Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Wis. Mod		Hit Points [8+Con mod]
___		= 10	+	+0	+	+0	+	___	+	+0	+	___		_____

Armor Type / Bonus: None   **Shield Type / Bonus:** None
Check Penalty: 0   **Movement:** 30′   **Total** = **Dex Mod** + **Misc.**
Spell Failure: n/a   **Weight:** 0 lb.   **Initiative:** ___ = ___ + ___

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod		Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	0	+	___	+	0		___	=	0	+	___	+	0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
Unarmed		1d6	x2	---	0 lb	Tiny	Bludg
Quarterstaff	___	1d6	x2	—	4 lb.	Lg.	Bludg
Sling	___	1d4	x2	50′	0 lb.	Sm.	Bludg

Skill (cross-class?)   **Total** = **Ranks** + **Ability Mod** + **Misc**   **Special Abilities, heroic feats, etc.**

Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.

Skill	Total	=	Ranks	+	Mod	+	Misc		Special
Listen [Wis]	___	=	___	+	___	+	___		Unarmed strike 1d6 damage
Climb [Str]	___	=	___	+	___	+	___		No weapon attacks of opportunity against you
Move Silently [Dex]	___	=	___	+	___	+	___		Evasion (save for no dmg on reflex saves vs magical att)
Tumble [Dex]	___	=	___	+	___	+	___		Stunning attack 1/day
Jump [Str]	___	=	___	+	___	+	___		(foe makes Fort save vs 10+Wis mod or is stunned 1 rd)
Escape Artist [Dex]	___	=	___	+	___	+	___		Add Wis mod to AC
Hide [Dex]	___	=	___	+	___	+	___		Mobility (+4 AC vs attacks of opp due to movement)
Swim [Str]	___	=	___	+	___	+	___		(Human) Dodge (+1 AC vs chosen opponent)
Walk Tightrope [Dex]	___	=	___	+	___	+	___		

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Pouch with 10 sling stones.

Character Name: _____ **Age**: _____ **Height**: _____ **Weight**: _____

Race: Select __ Halfling __ Human ___ Half-orc **Size:** Medium (small for halfling) **Gender:** _____

Class: Cleric **Level:** 1 **Alignment:** choose any non-evil: _____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom (min 11)	___	___
Charisma	___	___

Assign ability points by buying the from this table. You have 28 points. Then apply racial modifiers to your ability scores. Your final scores will range between 6 and 20.
  Write the bonuses for your chosen ability points in the Mod field to the right of the ability scores.

Attribute	Cost	Bonus
6	---	-2
7	---	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	---	+4
20	---	+5

Racial Modifiers	
Human	None
Dwarf	+2 Constitution, –2 Charisma
Elf	+2 Dexterity, –2 Constitution
Gnome	+2 Constitution, –2 Strength
Half-elf	None
Half-orc	+2 Strength, –2 Intelligence, –2 Charisma
Halfling	+2 Dexterity, –2 Strength

Languages: Common, halfling or orc
Money: 24 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	0	+	___	+	*	(Halfling): *+1 vs. all
Fortitude (Con)	___	=	+2	+	___	+	*	
Will (Wis)	___	=	+2	+	___	+	*	

Armor Class			Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Misc. Mod	Hit Points [8+Con mod]
____	= 10 +		+4	+	+2	+	___	+	+1 (halfling) +		0	_____

Armor Type / Bonus: Scale mail/+4 **Shield Type / Bonus:** Large wooden/+2

Check Penalty: -6 **Movement:** 30′ (20' for halfling) **Total** = Dex Mod + Misc.

Spell Failure: n/a **Weight:** 40 lb. **Initiative:** ____ = ___ + ___

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod		Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	0	+	___	+	+1 (halfling)		___	=	0	+	___	+	+1 (halfling)

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
Heavy mace		1d8	x2	---	12 lb	Med	Bludg
Light crossbow	___	1d8	x2	—	6 lb.	Sm.	Pierce

Skill (cross-class?) **Total** = **Ranks** + **Ability Mod** + **Misc** **Special Abilities, heroic feats, etc.**

Choose [2 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.

Skill	Total	=	Ranks	+	Mod	+	Misc	Special Abilities
Spellcraft [Int]	___	=	___	+	___	+	___	(Halfling) +1 attack with thrown weapons
Concentration [Con]	___	=	___	+	___	+	___	(Half-orc) Darkvision (60′)
Heal [Wis]	___	=	___	+	___	+	___	(Halfling) Small. +1 AC, +1 attack, +4 Hide
Knowledge (religion) [Int]	___	=	___	+	___	+	___	(Halfling) +2 Climb, Move Silently, Jump, & Listen
Diplomacy [Cha]	___	=	___	+	___	+	___	Dodge (+1 AC bonus vs one foe)
Gather Information [Cha] *	___	=	___	+	___	+	___	(Human) Alertness (+2 on Listen and Spot)
Listen [Wis]*	___	=	___	+	___	+	___	Change any prepared spell into a cure spell of same lvl

  * cross-class skill

Turn Undead

Choose deity: _____ and two domains: _____

Granted powers: _____

Domain spells at 1st level: _____

Spells per day: 3 orisons, plus 1 1st level and 1 domain spell (If Wis 12+.you get one extra 1st level spell per day)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Case with 10 crossbow bolts. Wooden holy symbol. Three torches.

Character Name: _____ **Age**: _____ **Height**: _____ **Weight**: _____

Race: Select __ Elf __ Gnome ___ Human **Size:** Medium (small for gnome) **Gender:** _____

Class: Druid **Level:** 1 **Alignment:** choose any non-evil with neutral comp:_____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom (min 11)	___	___
Charisma	___	___

Assign ability points by buying the from this table. You have 28 points. Then apply racial modifiers to your ability scores. Your final scores will range between 6 and 20.

Write the bonuses for your chosen ability points in the Mod field to the right of the ability scores.

Attribute	Cost	Bonus
6	---	-2
7	---	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	---	+4
20	---	+5

Racial Modifiers	
Human	None
Dwarf	+2 Constitution, –2 Charisma
Elf	+2 Dexterity, –2 Constitution
Gnome	+2 Constitution, –2 Strength
Half-elf	None
Half-orc	+2 Strength, –2 Intelligence, –2 Charisma
Halfling	+2 Dexterity, –2 Strength

Languages: Common, elven or gnome
Money: 11 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	0	+	___	+	*	(Gnome): *+2 vs. Illusion
Fortitude (Con)	___	=	+2	+	___	+	+2	(Elf): * +2 vs Enchantment spells
Will (Wis)	___	=	+2	+	___	+	*	

Armor Class		= 10	+	Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Misc. Mod		**Hit Points** [8+Con mod]
___		= 10	+	+3	+	+2	+	___	+	+1 (gnome)	+	0		_____

Armor Type / Bonus: Hide/+3 **Shield Type / Bonus:** Large wooden/+2

Check Penalty: -5 **Movement:** 30´ (20' for gnome) **Total** = **Dex Mod** + **Misc.**

Spell Failure: n/a **Weight:** 35 lb. **Initiative:** ___ = ___ + ___

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod		Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	0	+	___	+	+1 (gnome)		___	=	0	+	___	+	+1 (gnome)

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
Scimitar		1d6	x2	---	4 lb	Med	Slash
Club	___	1d6	x2	10'	3 lb.	Med.	Bludg
Sling	___	1d4	x2	50´	0 lb.	Sm.	Bludg

Skill (cross-class?)	Total	=	Ranks	+	Ability Mod	+	Misc	Special Abilities, heroic feats, etc.

Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.

Skill (cross-class?)	Total	=	Ranks	+	Ability Mod	+	Misc	Special Abilities, heroic feats, etc.
Spellcraft [Int]	___	=	___	+	___	+	___	(Elf and Gnome) Low-light vision (x2 normal range)
Animal Empathy [Cha]	___	=	___	+	___	+	___	(Elf) Immune to magical sleep, +2 vs Enchantments
Concentration [Con]	___	=	___	+	___	+	___	(Elf) +2 on Search, Spot, and Listen checks
Wilderness Lore [Wis]	___	=	___	+	___	+	___	(Elf) W/in 5' of secret door, gets search check
Heal [Wis]	___	=	___	+	___	+	___	(Gnome) Small: +1 AC, +1 attack, +4 Hide
Handle Animals [Cha]	___	=	___	+	___	+	___	(Gnome) +1 attack vs goblinoids and kobolds
Knowledge (nature) [Int]	___	=	___	+	___	+	___	(Gnome) +4 dodge bonus vs giants
Listen [Wis] *	___	=	___	+	___	+	___	(Gnome) +2 on Listen and Alchemy Checks
Spot [Wis] *	___	=	___	+	___	+	___	Identify plants, animals, pure water with 100% accuracy

* cross-class skill

Spells per day: 3 orisons, plus 1 1st level (1 extra for Wis 12+)

Great Fortitude (+2 on Fort Saves, included)

Druids begin with animal companion, but not for this demo.

(Human) Combat Casting (+4 to Concentration checks when casting)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Pouch with 10 sling bullets. Holly and mistletoe. Three torches.

Character Name: _____ **Age**: _____ **Height**: _____ **Weight**: _____

Race: Select __ Elf __ Dwarf ___ Human   **Size: Medium**   **Gender:** _____

Class: Wizard   **Level: 1**   **Alignment:** choose any non-evil:_____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence (min 11)	___	___
Wisdom	___	___
Charisma	___	___

Assign ability points by buying the from this table. You have 28 points. Then apply racial modifiers to your ability scores. Your final scores will range between 6 and 20.
Write the bonuses for your chosen ability points in the Mod field to the right of the ability scores.

Attribute	Cost	Bonus
6	---	-2
7	---	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	---	+4
20	---	+5

Racial Modifiers
Human   None
Dwarf   +2 Constitution, –2 Charisma
Elf   +2 Dexterity, –2 Constitution

Familiar Table (choose a familiar—don't pay gp cost for this demo)
__Bat   None
__Cat   Master gains a +2 bonus on Move Silently checks
__Hawk   None
__Owl   Has low-light vision; master gains a +2 bonus on Move Silently checks
__Rat   Master gains a +2 bonus on Fortitude saves
__Raven   Speaks one language
__Snake (Tiny) Poisonous bite
__Toad   Master gains +2 to Constitution score
__Weasel   Master gains a +2 bonus on Reflex saves

Languages: Common, elven or dwarven
Money: 15 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	0	+	___	+	*	(Dwarf): *+2 vs. poison and spells
Fortitude (Con)	___	=	0	+	___	+	*	(Elf): * +2 vs Enchantment spells
Will (Wis)	___	=	+2	+	___	+	*	

Armor Class	= 10	+	Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Misc. Mod	Hit Points [4+Con mod +3]
____	= 10	+	+0	+	+0	+	___	+	+0	+	0	_____

Armor Type / Bonus: None   **Shield Type / Bonus:** None
Check Penalty: 0   **Movement:** 30′ (20' for dwarf)   **Total = Dex Mod + Misc.**
Spell Failure: n/a   **Weight:** 0 lb.   **Initiative:** ____ = ___ + ___

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod		Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	0	+	___	+	0		_____	=	0	+	___	+	0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
Quarterstaff	___	1d6	x2	—	4 lb.	Lg.	Bludg
(Elf) shortbow	___	1d6	x3	60′	2 lb.	Med.	Pierce
(Not elf) Lt Crossbow	___	1d8	x2	80′	7 lb.	Med.	Pierce

Skill (cross-class?)   **Total = Ranks + Ability Mod + Misc**   **Special Abilities, heroic feats, etc.**
Choose [2 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.

Skill	Total	=	Ranks	+	Mod	+	Misc	Special Abilities
Spellcraft [Int]	___	=	___	+	___	+	___	(Elf) Low-light vision (x2 normal range)
Concentration [Con]	___	=	___	+	___	+	___	(Elf) Immune to magical sleep, +2 vs Enchantments
Knowledge (arcana) [Int]	___	=	___	+	___	+	___	(Elf) +2 on Search, Spot, and Listen checks
Hide [Dex] *	___	=	___	+	___	+	___	(Elf) W/in 5' of secret door, gets search check
Move Silently [Dex] *	___	=	___	+	___	+	___	(Dwarf and half-orc) Darkvision (60′)
Search [Int] *	___	=	___	+	___	+	___	(Dwarf) Intuit unusual stonework (+2), +2 Alchemy
Spot [Wis] *	___	=	___	+	___	+	___	(Dwarf) +1 attack vs. orcs and goblinoids
* cross-class skill	___	=	___	+	___	+	___	(Dwarf) +4 dodge bonus vs. giants
	___	=	___	+	___	+	___	Toughness (+3 hit points)

Spellbook: All cantrips; plus *charm person*, *summon monster I*,
sleep, cause fear, *color spray*, *magic missile*, and *minor illusion*.

(Human) Spell focus (enchantment, +2 to save DC)

Spells per day: 3 cantrips, plus 1 1st level (1 extra 1st if Int 12+)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Ten candles, map case, three pages of parchment, ink, inkpen. Spell component pouch, spellbook (may be kept safely at home). Quiver with 20 arrows or bolts.

Character Name: _____ **Age**: _____ **Height**: _____ **Weight**: _____

Race: Select ____ Human ____ Half-elf ____ Half-orc **Size:** Medium **Gender:** _____

Class: Sorceror **Level:** 1 **Alignment:** choose any non-evil:_____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma (min 11)	___	___

Assign ability points by buying the from this table. You have 28 points. Then apply racial modifiers to your ability scores. Your final scores will range between 6 and 20.
Write the bonuses for your chosen ability points in the Mod field to the right of the ability scores.

Attribute	Cost	Bonus
6	---	-2
7	---	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	---	+4
20	---	+5

Racial Modifiers
Human   None
Half-elf   None
Half-orc   +2 Strength, –2 Intelligence, –2 Charisma

Familiar Table (choose a familiar—don't pay gp cost for this demo)
__Bat   None
__Cat   Master gains a +2 bonus on Move Silently checks
__Hawk   None
__Owl   Has low-light vision; master gains a +2 bonus on Move Silently checks
__Rat   Master gains a +2 bonus on Fortitude saves
__Raven   Speaks one language
__Snake (Tiny) Poisonous bite
__Toad   Master gains +2 to Constitution score
__Weasel   Master gains a +2 bonus on Reflex saves

Languages: Common, elven or orc
Money: 17 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	0	+	___	+	*	(Half-Elf): * +2 vs Enchantment spells, +4 vs magical sleep
Fortitude (Con)	___	=	0	+	___	+	*	
Will (Wis)	___	=	+2	+	___	+	*	

Armor Class		= 10	+	Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Misc. Mod	Hit Points [4+Con mod +3]
____		= 10	+	+0	+	+0	+	___	+	+0	+	0	_____

Armor Type / Bonus: None **Shield Type / Bonus:** None
Check Penalty: 0 **Movement:** 30´ **Total** = Dex Mod + Misc.
Spell Failure: n/a **Weight:** 0 lb. **Initiative:** ____ = ___ + +4 (human)

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod		Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	0	+	___	+	0		___	=	0	+	___	+	0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
Shortspear	___	1d8	x3	20'	5 lb.	Lg.	Pierce
Lt Crossbow	___	1d8	x2	80´	7 lb.	Med.	Pierce

Skill (cross-class?)	Total	=	Ranks	+	Ability Mod	+	Misc	Special Abilities, heroic feats, etc.

Choose [2 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.

Skill	Total	=	Ranks	+	Mod	+	Misc	Special
Spellcraft [Int]	___	=	___	+	___	+	___	(Half-Elf) Low-light vision (x2 normal range)
Concentration [Con]	___	=	___	+	___	+	___	(Half-Elf) +4 save vs magical sleep, +2 vs Enchantments
Knowledge (arcana) [Int]	___	=	___	+	___	+	___	(Half-Elf) +1 on Search, Spot, and Listen checks
Gather Information [Cha] *	___	=	___	+	___	+	___	(Half-orc) Darkvision (60´)
Diplomacy [Cha] *	___	=	___	+	___	+	___	Toughness (+3 hit points)
Hide [Dex] *	___	=	___	+	___	+	___	(Human) Improved Initiative (+4)
Move Silently [Dex] *	___	=	___	+	___	+	___	Spells per day: 5 cantrips, plus 3 1st level (+1 1st lvl if Cha 12+)
* cross-class skill	___	=	___	+	___	+	___	Spells Known: (cast spells "on the fly" w/o memorizing in advance)
	___	=	___	+	___	+	___	cantrips—*detect magic*, *ghost sound*, *light*, *read magic*;

1st-level spells—*summon monster I*, *sleep*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Ten candles, map case, three pages of parchment, ink, inkpen. Spell component pouch, spellbook (may be kept safely at home). Quiver with 20 arrows or bolts.