



Character summary					
Class	Level	Class	Level	Prestige Class	Level
Barbarian		Paladin			
Bard		Psionic			
Cleric		Ranger			
Druid		Rogue			
Fighter		Sorcerer			
Monk		Wizard			

Movement and Load

Base Speed 15 ft 20 ft 30 ft 40 ft ___ ft

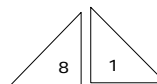
Load	Load capacity	Max DEX bonus	Check Penalty	Run	Speed (modified)
Light		-	-	x4	Base
Medium		+3	-3	x4	
Heavy		+1	-6	x3	

Armor and Shield Penalties (don't stack, take the worst)

Movement (approximated values)	Tactical (ft/round)	Local [x10] (ft/min)	Hour [x0,5] (miles/h)	Day [x4] (miles/8h)
Walk				
Hustle [x2]				
Run [x3]				
Quick Run [x4]				
Lift over head (max load)		Lift from ground (2x max load)		Push or drag (3x max load)

Monies and other funds

Platinum
Gold
Silver
Copper
Gems
Deposits



Character name: _____ Age: _____

Player name: _____ Creation date: _____

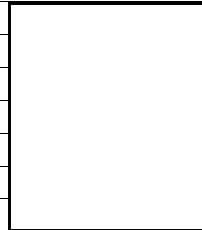
Place of birth: _____

Race: _____ Sex: _____ Alignment: _____

Height: _____ Weight: _____ lb Hair: _____ Eyes: _____

Divinity: _____

Description: _____



Background: _____

Experience

Experience Points _____ Next Level at _____

Ability Scores

	Original Value	Original Modifier	Actual Value	Actual Modifier	Misc Modifier
Strength	STR		STR		
Dexterity	DEX		DEX		
Constitution	CON		CON		
Intelligence	INT		INT		
Wisdom	WIS		WIS		
Charisma	CHA		CHA		



Skill List					
Class	Skill	Total	Rank	Ability	Misc
<input type="radio"/>	Appraise			INT	
<input type="radio"/>	Balance <input checked="" type="checkbox"/> [Tumble]			DEX	
<input type="radio"/>	Bluff <input type="checkbox"/> (U during combat) <input checked="" type="checkbox"/>			CHA	
<input type="radio"/>	Climb <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> [Run, Use Rope, Tumble]			STR	
<input type="radio"/>	Concentration <input checked="" type="checkbox"/> [spells during combat]			CON	
<input type="checkbox"/>	Craft (_____)			INT	
<input type="checkbox"/>	Craft (_____)			INT	
<input type="checkbox"/>	Craft (_____)			INT	
<input type="checkbox"/>	Craft (_____)			INT	
<input type="checkbox"/>	Craft (_____)			INT	
<input type="checkbox"/>	Decipher Scripts			INT	
<input type="radio"/>	Diplomacy <small>[Sense Motive, Bluff, Knowledge: Nobility and Royalty]</small>			CHA	
<input type="checkbox"/>	Disable Device <input type="checkbox"/> <input checked="" type="checkbox"/>			INT	
<input type="radio"/>	Disguise <input type="checkbox"/> [Bluff]			CHA	
<input type="radio"/>	Escape Artist <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> [using ropes*]			DEX	
<input type="radio"/>	Forgery <input type="checkbox"/> (U for other reader)			INT	
<input type="radio"/>	Gather Information <input type="checkbox"/> [Knowledge: Local]			CHA	
<input type="checkbox"/>	Handle Animals <input type="checkbox"/> [class skill: Animal Empaty]			CHA	
<input type="radio"/>	Heal <input checked="" type="checkbox"/> [Profession: Herbalist]			WIS	
<input type="radio"/>	Hide <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>			DEX	
<input type="radio"/>	Intimidate [Bluff]			CHA	
<input type="radio"/>	Jump <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> [Tumble]			STR	
<input type="checkbox"/>	Knowledge (Arcane)			INT	
<input type="checkbox"/>	Knowledge (Religion)			INT	
<input type="checkbox"/>	Knowledge (Nature) *			INT	
<input type="checkbox"/>	Knowledge (Geography) *			INT	
<input type="checkbox"/>	Knowledge (Dungeoneering) *			INT	
<input type="checkbox"/>	Knowledge (Planes) *			INT	
<input type="checkbox"/>	Knowledge (_____)			INT	
<input type="checkbox"/>	Knowledge (_____)			INT	
<input type="checkbox"/>	Knowledge (_____)			INT	
<input type="radio"/>	Listen <input type="checkbox"/> <input checked="" type="checkbox"/> [Acute Senses]			WIS	
<input type="radio"/>	Move Silently <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>			DEX	
<input type="checkbox"/>	Open Lock			DEX	
<input type="radio"/>	Perform (_____) <input type="checkbox"/>			CHA	
<input type="radio"/>	Perform (_____) <input type="checkbox"/>			CHA	
<input type="radio"/>	Perform (_____) <input type="checkbox"/>			CHA	
<input type="checkbox"/>	Profession (_____)			WIS	
<input type="checkbox"/>	Profession (_____)			WIS	
<input type="checkbox"/>	Profession (_____)			WIS	

Skill List					
Class	Skill	Total	Rank	Ability	Misc
<input type="radio"/>	Ride <input checked="" type="checkbox"/> [Handle Animals]			DEX	
<input type="radio"/>	Search (Restrictions to not-rogues) <small>[Knowledge: Architecture and Engineering, *secret doors]</small>			INT	
<input type="radio"/>	Sense Motive <input type="checkbox"/> (U other person)			WIS	
<input type="checkbox"/>	Sleight of Hand <input type="checkbox"/> <input checked="" type="checkbox"/>			DEX	
<input type="checkbox"/>	Spellcraft <input checked="" type="checkbox"/> <small>[Knowledge: Arcane, Use Magic Device]</small>			INT	
<input type="radio"/>	Spot <input type="checkbox"/> (U other opportunity) <input checked="" type="checkbox"/> [Acute Senses]			WIS	
<input type="radio"/>	Survival [Knowledge: Many *, Search*]			WIS	
<input type="radio"/>	Swim <input checked="" type="checkbox"/> (x2)			STR	
<input type="checkbox"/>	Tumble <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> [Jump]			DEX	
<input type="checkbox"/>	Use Magic Device <input type="checkbox"/> <input checked="" type="checkbox"/> <small>[Spellcraft, Decipher Script]</small>			CHA	
<input type="radio"/>	Use Rope [Escape Artist, *to tie]			DEX	

Maximum Skill Rank: class, PG level + 3; crossed class (PG level + 3)/2

- Only trained May be used without training
- /● Class Skill /○ Crossed Class Skill
- U May be used repeatedly * Knowledge useful for survival
- Armor or Encumbrance penalty applies * Synergy bonus only in certain conditions
- May be useful during combat ** Useful to search for food

[skill/feat] 5 ranks or more or the feat grants a +2 bonus (synergy)

Languages (common + racial + INT bonus)					
Language	Alphabet	Language	Alphabet	Language	Alphabet
<input type="checkbox"/> Abissal	Infernal	<input type="checkbox"/> Gnomes	Dwarven	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Aqvan	Elven	<input type="checkbox"/> Giants	Dwarven	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Auran	Draconic	<input type="checkbox"/> Gnoll	Common	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Celestial	Celestial	<input type="checkbox"/> Halfling	Common	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Common	Common	<input type="checkbox"/> Ignan	Draconic	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Draconic	Draconic	<input type="checkbox"/> Infernal	Infernal	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Druidic	Druidic	<input type="checkbox"/> Orcish	Dwarven	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Dwarven	Dwarven	<input type="checkbox"/> Silvanus	Elven	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Elven	Elven	<input type="checkbox"/> Terran	Dwarven	<input type="checkbox"/> _____	_____

