

Character: \_\_\_\_\_ Class: \_\_\_\_\_ Level: \_\_\_\_\_ Alignment: \_\_\_\_\_

Race: \_\_\_\_\_ Sex: \_\_\_\_\_ Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_

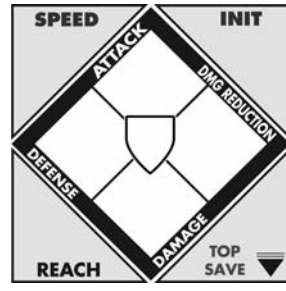
Patron God(s): \_\_\_\_\_ (Anointed? Y  N  ) Handedness: \_\_\_\_\_

<b>EXPERIENCE</b>	FOR NEXT LEVEL:
	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

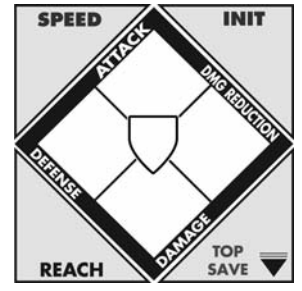
**Quick References**  
**Observation Check:**  
**Listening Check:**  
**Feat of Strength:**  
**Turn Undead:**

<b>ABILITIES</b>	/ %	<b>STR</b>	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	CARRY (LBS)	DRAG (LBS)	
	/ %	<b>INT</b>	ATTACK MOD.					
	/ %	<b>WIS</b>	INIT MOD.	DEFENSE MOD.	MENTAL SAVING THROW BONUS			
	/ %	<b>DEX</b>	INIT MOD.	ATTACK MOD.	DEFENSE MOD.	DODGE THROW BONUS	SAVING THROW BONUS	FEAT OF AGILITY
	/ %	<b>CON</b>	PHYSICAL SAVING THROW BONUS					
	/ %	<b>LKS</b>						
	/ %	<b>CHA</b>	TURNING MOD.			MORALE MOD.		
		<b>Honor</b>	HON WINDOW		HON PENALTY WINDOW			
		<b>Fame</b>	HONOR BONUSES OR PENALTIES:					
			CATEGORY OF FAME:					

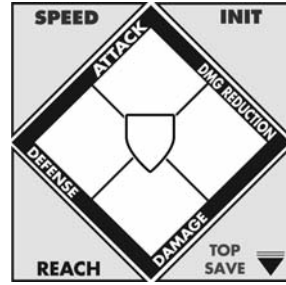
Morale:  Hero  Fearless  Brave  Steady  Nervous  Cowardly



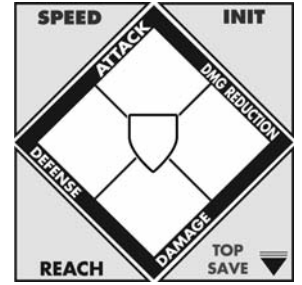
combat profile for:



combat profile for:



combat profile for:



combat profile for:

**COMBAT PROFILE WITH MELEE WEAPON #1:** \_\_\_\_\_

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage

Base Weapon Speed: \_\_\_\_\_ Base Weapon Damage: \_\_\_\_\_ Reach: \_\_\_\_\_

**Specialization** +1    +2    +3    +4    +5

Attack  (x BP)     (2x BP)     (3x BP)     (4x BP)     (5x BP)

Speed  (x BP)     (2x BP)     (3x BP)     (4x BP)     (5x BP)

Defense  (x BP)     (2x BP)     (3x BP)     (4x BP)     (5x BP)

Damage  (x BP)     (2x BP)     (3x BP)     (4x BP)     (5x BP)

Notes: \_\_\_\_\_

<b>PREVIOUS HIT POINT ROLL</b>	<b>Luck Points</b>	<b>Threshold of Pain</b>	<b>Accumulated Building Points</b>
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**Armor Worn**

Body: \_\_\_\_\_ (damage reduction = \_\_\_\_ )

Shield: \_\_\_\_\_ (+ \_\_\_\_ defense, absorbs \_\_\_\_ hp)

DAMAGE TRACKER

-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Fatigue Factor**

**COMBAT PROFILE WITH MELEE WEAPON #2:** \_\_\_\_\_

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage

Base Weapon Speed: \_\_\_\_\_ Base Weapon Damage: \_\_\_\_\_ Reach: \_\_\_\_\_

**Specialization** +1    +2    +3    +4    +5

Attack  (x BP)     (2x BP)     (3x BP)     (4x BP)     (5x BP)

Speed  (x BP)     (2x BP)     (3x BP)     (4x BP)     (5x BP)

Defense  (x BP)     (2x BP)     (3x BP)     (4x BP)     (5x BP)

Damage  (x BP)     (2x BP)     (3x BP)     (4x BP)     (5x BP)

Notes: \_\_\_\_\_

**HIT POINTS:** \_\_\_\_\_

	POINTS	DAYS TO HEAL		POINTS	DAYS TO HEAL
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

**COMBAT PROFILE WITH MISSILE WEAPON:** \_\_\_\_\_

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Damage

Base Weapon RoF: \_\_\_\_\_ Base Weapon Damage: \_\_\_\_\_

**Specialization** +1    +2    +3    +4    +5

Attack  (x BP)     (2x BP)     (3x BP)     (4x BP)     (5x BP)

Rate of Fire  (x BP)     (2x BP)     (3x BP)     (4x BP)     (5x BP)

Damage  (x BP)     (2x BP)     (3x BP)     (4x BP)     (5x BP)

*Missile Weapon Ranges*

Distance (ft)	Attack Die
5 -	d20p
	d20p-4
	d20p-6
	d20p-8

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION

PROFICIENCIES

**GEMS:**

**JEWELRY:**

**OTHER VALUABLES:**

**QUIRKS & FLAWS**

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY

TALENTS & RACIAL ABILITIES	BENEFITS:

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.

SKILLS	Universal Skills	Mastery <sup>†</sup>
	Acting (Lks, Cha)	
	Animal Husbandry (Wis)	
	Animal Mimicry (Wis)	
	Boating (Wis)	
	Cartography* (Int)	
	Climbing/Rappelling (Str, Dex)	
	Current Affairs (Wis)	
	Diplomacy (Cha)	
	Disguise (Int, Cha)	
	Distraction (Cha)	
	Escape Artist (Int, Dex)	
	Fire-Building (Wis)	
	Glean Info. (Int, Wis, Cha)	
	Hiding (Int, Dex)	
	Interrogation (Wis, Cha)	
	Intimidation (Str, Cha)	
	Jumping (Str)	

Law (Int)		%
Listening (Wis)		%
Observation (Wis)		%
Oration (Cha)		%
Persuasion (Cha)		%
Pick Pocket (Dex)		%
Reading Lips (Int)		%
Recruiting (Cha)		%
Resist Persuasion (Wis)		%
Rope Use (Dex)		%
Salesmanship (Int, Wis, Cha)		%
Scrutiny (Wis)		%
Seduction, Art of (Cha, Lks)		%
Skilled Liar (Cha)		%
Sneaking (Dex)		%
Survival (Wis, Con)		%
Torture (Int)		%
Tracking (Wis)		%

Other Skills	Mastery

\* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent