CHARACTER _____ PLAYER _____

CLASS _____ LEVEL _____

RACE _____ ALLEGIANCE _____

ALIGNMENT _____ HOMELAND _____

DEITY/RELIGION _____ CAMPAIGN _____

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

MAX HP

DAMAGE REDUCTION

CURRENT HP

DIE TYPE (S)

ARMOUR

ARMOUR

=10+

CLASS

MODIFIERS

ARMOUR	SHIELD	DEX	SIZE	NATURAL	MISCELLANEOUS
		DEX			

PROF. LIGHT PROF. MEDIUM PROF. HEAVY PROF. SHIELDS

ARMOUR WORN

AC WHEN FLAT FOOTED

AC VS TOUCH ATTACKS

MISS CHANCE

ARMOUR CHECK PENALTY

MAX DEXTERITY BONUS

ARCANE SPELL FAILURE

SPELL RESISTANCE

SAVING THROWS

	TOTAL	CLASS BASE 1	2	3	4	MODIFIERS ABILITY	MAGIC	MISC
FORT						CON		
REF						DEX		
WILL						WIS		

INITIATIVE

TOTAL	DEX	MISC
	DEX	

SPEED BASE MODIFIED

	TOTAL	MULTIPLE ATTACKS 2ND	3RD	4TH	CLASS BASE 1	2	3	4	MODIFIERS ABILITY	SIZE	MISCELLANEOUS
MELEE									STR		
RANGED									DEX		
GRAPPLE									STR		
FLURRY OF BLOWS									STR		

PROF. SIMPLE PROF. MARTIAL PROF. EXOTIC

ADDITIONAL MODIFIERS

SKILLS

	CLASS SKILL	TOTAL	ABILITY	RANKS	MISCELLANEOUS MODIFIERS		
■ APPRAISE			INT				
■ BALANCE			DEX*				
■ BLUFF			CHA				
■ CLIMB			STR*				
■ CONCENTRATION			CON				
■ CRAFT			INT				
DECIPHER SCRIPT			INT				
■ DIPLOMACY			CHA				
DISABLE DEVICE			INT				
■ DISGUISE			CHA				
■ ESCAPE ARTIST			DEX*				
■ FORGERY			INT				
■ GATHER INFORMATION			CHA				
■ HANDLE ANIMAL			CHA				
■ HEAL			WIS				
■ HIDE			DEX*				
■ INTIMIDATE			CHA				
■ JUMP			STR*				
KNOWLEDGE _____			INT				
KNOWLEDGE _____			INT				
KNOWLEDGE _____			INT				
KNOWLEDGE			INT				
■ LISTEN			WIS				
■ MOVE SILENTLY			DEX*				
OPEN LOCK			DEX				
PERFORM _____			CHA				
PERFORM _____			CHA				
PROFESSION _____			WIS				
■ RIDE			DEX				
■ SEARCH			INT				
■ SENSE MOTIVE			WIS				
SLEIGHT OF HAND			DEX*				
SPELLCRAFT			INT				
■ SPOT			WIS				
■ SURVIVAL			WIS				
■ SWIM			STR*				
TUMBLE			DEX*				
USE MAGIC DEVICE			CHA				
■ USE TECH. DEVICE			INT				
■ USE ROPE			DEX				

■ DENOTES SKILL CAN BE USED UNTRAINED *ARMOUR CHECK PENALTY APPLIES (SWIM=PENALTYX2)

WEAPONS

WEAPON	ATTACK BONUS	DAMAGE S/M	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATTACK BONUS	DAMAGE S/M	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATTACK BONUS	DAMAGE S/M	CRITICAL	RANGE	TYPE	SIZE
NOTES						

SPELLS

		SPELLS PER DAY	BONUS SPELLS (LEVEL)	#SPELLS KNOWN
	0		0	
	1ST			
	2ND			
	3RD			
	4TH			
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			

SPELL SAVE DC MOD ____ =10+ MODIFIERS: ABILITY ____ MISC ____

SPELLS, POWERS & MAGIC ITEMS

EQUIPMENT

ITEM	LOCATION	WGT	ITEM	LOCATION	WGT
CURRENT LOAD			TOTAL WEIGHT CARRIED		

MONEY

CP-

SP-

GP-

PP-

GEMS-

OTHER-

EXPERIENCE

CURRENT:

XP NEEDED FOR NEXT LEVEL:

MOVEMENT & LIFTING

WALK ____ =BASE SPEED

HUSTLE ____ =X2 BASE SPEED

RUN ____ =X4 BASE SPEED

LIFT OVER HEAD ____ = MAX LOAD

LIFT OFF GROUND ____ = 2X MAX LOAD

PUSH OR DRAG ____ = 5X MAX LOAD

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	-3	X4
HEAVY		+1	-6	X3

SPECIAL ABILITIES & FEATS

LANGUAGES