

CHARACTER _____
CLASS _____
RACE _____
ALIGNMENT _____
DEITY/RELIGION _____

PLAYER _____
LEVEL _____
ALLEGIANCE _____
HOMELAND _____
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)

SKILLS

- APPRAISE
- BALANCE
- BLUFF
- CLIMB
- CONCENTRATION
- CRAFT
- DECIPHER SCRIPT
- DIPLOMACY
- DISABLE DEVICE
- DISGUISE
- ESCAPE ARTIST
- FORGERY
- GATHER INFORMATION
- HANDLE ANIMAL
- HEAL
- HIDE
- INTIMIDATE
- JUMP
- KNOWLEDGE _____
- KNOWLEDGE _____
- KNOWLEDGE _____
- KNOWLEDGE _____
- LISTEN
- MOVE SILENTLY
- OPEN LOCK
- PERFORM _____
- PERFORM _____
- PROFESSION _____
- RIDE
- SEARCH
- SENSE MOTIVE
- SLEIGHT OF HAND
- SPELLCRAFT
- SPOT
- SURVIVAL
- SWIM
- TUMBLE
- USE MAGIC DEVICE
- USE TECH. DEVICE
- USE ROPE

| CLASS SKILL | TOTAL | ABILITY | RANKS | MISCELLANEOUS MODIFIERS | |
|-------------|-------|---------|-------|-------------------------|--|
| | | INT | | | |
| | | DEX* | | | |
| | | CHA | | | |
| | | STR* | | | |
| | | CON | | | |
| | | INT | | | |
| | | CHA | | | |
| | | INT | | | |
| | | CHA | | | |
| | | INT | | | |
| | | CHA | | | |
| | | DEX* | | | |
| | | WIS | | | |
| | | STR* | | | |
| | | INT | | | |
| | | INT | | | |
| | | INT | | | |
| | | INT | | | |
| | | WIS | | | |
| | | DEX* | | | |
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| | | CHA | | | |
| | | CHA | | | |
| | | WIS | | | |
| | | DEX | | | |
| | | INT | | | |
| | | WIS | | | |
| | | DEX* | | | |
| | | INT | | | |
| | | WIS | | | |
| | | DEX* | | | |
| | | CHA | | | |
| | | INT | | | |
| | | DEX | | | |
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| | | | | | |



ARMOUR

=10+

| ARMOUR | SHIELD | DEX | SIZE | NATURAL | MISCELLANEOUS |
|--------|--------|-----|------|---------|---------------|
| | | DEX | | | |

ARMOUR WORN

- AC WHEN FLAT FOOTED
- AC VS TOUCH ATTACKS
- MIS CHANCE
- ARMOUR CHECK PENALTY
- MAX DEXTERITY BONUS
- ARCANE SPELL FAILURE
- SPELL RESISTANCE

SAVING THROWS

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

INITIATIVE

| TOTAL | DEX | MISC |
|-------|-----|------|
| | | |

SPEED

| BASE | MODIFIED |
|------|----------|
| | |

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

ADDITIONAL MODIFIERS

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 | | | | | | |

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

