

CHARACTER _____ PLAYER _____
CLASS _____ LEVEL _____
RACE _____ ALIGNMENT _____
PATRON DEITY/RELIGION _____
ORIGIN _____
NATIONALITY _____ RESIDENCE _____



ABILITY SCORES

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER

HIT POINTS

DIE TYPE

DAMAGE REDUCTION

AC WHEN
FLAT-FOOTED
AC VERSUS
TOUCH ATTACKS

MISS CHANCE

MAX DEX

BONUS

ARMOR CHECK

PENALTY

ARCANE SPELL

FAILURE

SPELL RESISTANCE

MAX RANKS = LVL+3(/2)

ALCHEMY
ANIMAL EMPATHY
APPRAISE ■
BALANCE ■
BLUFF ■
CLIMB ■
CONCENTRATION ■
CRAFT ■ ()
DECIPHER SCRIPT
DIPLOMACY ■
DISABLE DEVICE
DISGUISE ■
ESCAPE ARTIST ■
FORGERY ■
GATHER INFORMATION ■

HANDLE ANIMAL
HEAL ■
HIDE ■
INNUENDO
INTIMIDATE ■
INTUIT DIRECTION
JUMP ■

KNOWLEDGE ()
KNOWLEDGE ()
KNOWLEDGE ()
KNOWLEDGE ()
KNOWLEDGE ()
LISTEN ■
MOVE SILENTLY ■
OPEN LOCK
PERFORM ■ ()
()
()

PICK POCKET
PROFESSION ()
READ LIPS
RIDE ■
SCRY ■
SEARCH ■
SENSE MOTIVE ■
SPELLCRAFT
SPOT ■
SWIM ■
TUMBLE
USE MAGIC DEVICE
USE ROPE ■
WILDERNESS LORE ■

SKILLS

CROSS CLASS	KEY ABILITY	MODIFIERS			
		TOTAL	ABILITY	RANKS	MISC
<input type="checkbox"/>	INT				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	DEX*				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	STR*				
<input type="checkbox"/>	CON				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	DEX*				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	DEX*				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	STR*				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	DEX*				
<input type="checkbox"/>	DEX				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>	DEX*				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	DEX				
<input type="checkbox"/>	INT				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>	STR†				
<input type="checkbox"/>	DEX*				
<input type="checkbox"/>	CHA				
<input type="checkbox"/>	DEX				
<input type="checkbox"/>	WIS				
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

ARMOR



= 10 +

ARMOR
WORN

MODIFIERS							
ARMOR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC	

SAVING THROWS

	TOTAL	BASE	MODIFIERS				TEMP	MODIFIERS
			ABILITY	MAGIC	MISC			
FORTITUDE (CON)								
REFLEX (DEX)								
WILL (WIS)								

COMBAT BONUSES

	TOTAL	BASE	MODIFIERS				TEMP	MODIFIERS
			ABILITY	SIZE	MISC			
INITIATIVE (DEX)								
MELEE (STR)								
RANGED (DEX)								

ADDITIONAL COMBAT MODIFIERS

PROFICIENCIES

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

■ CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES — † -1 PER 5 LBS. OF GEAR

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD						TOTAL WEIGHT CARRIED		

MOVEMENT/LIFTING

MOVEMENT		RATE	MOVEMENT		RATE
WALK (= BASE)			HOUR WALK		
HUSTLE			HOUR HUSTLE		
RUN (X3)			DAY WALK		
RUN (X4)			SPECIAL		
LOAD	WEIGHT CARRIED	MAX DEX	CHK PEN	RUN	
LIGHT		NORMAL	NORMAL	NORMAL	
MEDIUM		+3	-3	X4	
HEAVY		+1	-6	X3	

EXPERIENCE

The diagram shows a 3-level pyramid structure. The top level is a large rectangle labeled "TOTAL EXPERIENCE". Below it are two smaller rectangles, one on the left labeled "LIFT OVER HEAD" and one on the right labeled "LIFT OFF GROUND". Below these two are three small rectangles, one in the center labeled "PUSH OR DRAG".

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

LIFT OVER HEAD
= MAX LOAD

LIFT OFF GROUND
= 2 X MAX LOAD

PUSH OR DRAG
= 5 X MAX LOAD

MONEY & GEMS

CP —


SP —

GP —

PP —

GEMS —

CLASS & RACIAL ABILITIES



FEATS

[illegible]

LANGUAGES

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[illegible][illegible]

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[illegible]

CHARACTER DESCRIPTION

CHARACTER NAME	AGE	SEX
DESCRIPTION	BIRTH DATE	SIZE
	HEIGHT	WEIGHT
	HAIR	EYES
	SKIN	HANDEDNESS

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES