

Character \_\_\_\_\_ Player \_\_\_\_\_  
Class \_\_\_\_\_ Level \_\_\_\_\_  
Race \_\_\_\_\_ Alignment \_\_\_\_\_  
Patron Deity/Religion \_\_\_\_\_  
Origin \_\_\_\_\_  
Nationality \_\_\_\_\_ Residence \_\_\_\_\_



## ABILITY SCORES

	Score	Modifier	Temp Score	Temp Modifier
Strength				
Dexterity				
Constitution				
Intelligence				
Wisdom				
Charisma				

## HIT POINTS

Die Type

Damage Reduction

AC when  
Flat-footed  
AC versus  
Touch Attacks

Miss Chance

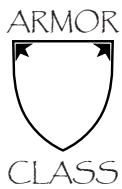
Max Dex  
Bonus

Armor Check  
Penalty

Arcane Spell  
Failure

Spell Resistance

## ARMOR



ARMOR  
CLASS  
= 10 +  
Armor Worn

	Armor	Shield	Dex	Wis	Size	Natural	Misc

## SAVING THROWS

	Total	Base	Ability	Magic	Misc	Temp	Modifiers
Fortitude (Con)							
Reflex (Dex)							
Will (Wis)							

## COMBAT BONUSES

	Total	Base	Ability	Size	Misc	Temp	Modifiers
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						

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 (\_\_\_\_\_) ☐
- 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	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"/>					

■ 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 illustrates the calculation of Total Experience and the XP's Needed for Next Level based on three activities: Lift Over Head, Lift Off Ground, and Push or Drag.

**Total Experience**

**XP's Needed for Next Level**

**Lift Over Head**  
= Max\_Load

**Lift Off Ground**  
= 2 x Max\_Load

**Push or Drag**  
= 5 x Max\_Load

## MONEY AND GEMS

cp —

sp —

gp —

pp —

gems —

## CLASS & RACIAL ABILITIES

[illegible][illegible]

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LANGUAGES

[illegible]

## FEATS

[illegible]


[illegible]

## CHARACTER DESCRIPTION

Character Name	Age	Sex
Description	Birth Date	Size
	Height	Weight
	Hair	Eyes
	Skin	Handedness

Personality \_\_\_\_\_

### Character Sketch



Quote(s) \_\_\_\_\_

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Contacts/Friends

Enemies \_\_\_\_\_

## BACKGROUND & NOTES

[illegible]

Date Created \_\_\_\_\_ DM/Campaign \_\_\_\_\_