

Character _____ Player _____
 Class _____ Level _____
 Starting Occupation _____ Alignment/Allegiance _____
 Sex _____ Age _____ Height _____ Weight _____ Hair _____ Eyes _____
 Birthplace _____ Date of Birth _____
 Nationality _____ Residence _____



| ABILITIES | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|---------------------|----------------------|----------------------|----------------------|
| STR STRENGTH | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| DEX DEXTERITY | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| CON CONSTITUTION | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| INT INTELLIGENCE | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| WIS WISDOM | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| CHA CHARISMA | <input type="text"/> | <input type="text"/> | <input type="text"/> |

LIFTING

| | | |
|------------------------------|-----------------------------------|--------------------------------|
| LIFT OVER HEAD = MAX LOAD | LIFT OFF GROUND = 2 x MAX LOAD | PUSH OR DRAG = 5 x MAX LOAD |
|------------------------------|-----------------------------------|--------------------------------|

| HIT POINTS |
|------------------------------------|
| MAXIMUM <input type="text"/> |
| CURRENT <input type="text"/> |
| Die Type <input type="text"/> |
| REPUTATION <input type="text"/> |
| ACTION POINTS <input type="text"/> |
| WEALTH BONUS <input type="text"/> |

| SKILLS | MAX RANKS = LVL*(3/2) | | | | KEY ABILITY |
|--------------------|-----------------------|-------|---------|-------|-------------|
| | CROSS CLASS | TOTAL | ABILITY | RANKS | |
| Balance | | | | | Dex |
| Bluff | | | | | Cha |
| Climb | | | | | Str |
| Computer Use | | | | | Int |
| Concentration | | | | | Con |
| Craft (_____) | | | | | Int |
| Craft (_____) | | | | | Int |
| Craft (_____) | | | | | Int |
| Decipher Script ■ | | | | | Int |
| Demolitions ■ | | | | | Int |
| Diplomacy | | | | | Cha |
| Disable Device ■ | | | | | Int |
| Disguise | | | | | Cha |
| Drive | | | | | Dex |
| Escape Artist | | | | | Dex* |
| Forgery | | | | | Int |
| Gamble | | | | | Wis |
| Gather Information | | | | | Cha |
| Handle Animal ■ | | | | | Cha |
| Hide | | | | | Dex* |
| Intimidate | | | | | Cha |
| Investigate ■ | | | | | Int |
| Jump | | | | | Str* |
| Knowledge (_____) | | | | | Int |
| Knowledge (_____) | | | | | Int |
| Knowledge (_____) | | | | | Int |
| Listen | | | | | Wis |
| Move Silently | | | | | Dex* |
| Navigate | | | | | Int |
| Perform (_____) | | | | | Cha |
| Perform (_____) | | | | | Cha |
| Perform (_____) | | | | | Cha |
| Pilot ■ | | | | | Dex |
| Profession | | | | | Wis |
| Repair ■ | | | | | Int |
| Research | | | | | Int |
| Ride | | | | | Dex |
| Search | | | | | Int |
| Sense Motive | | | | | Wis |
| Sleight of Hand ■ | | | | | Dex |
| Spot | | | | | Wis |
| Survival | | | | | Wis |
| Swim | | | | | Str* |
| Treat Injury | | | | | Wis |
| Tumble ■ | | | | | Dex* |

| DEFENSE |
|--|
| <input type="text"/> =10+ |
| CLASS <input type="text"/> EQUIPMENT <input type="text"/> DEX <input type="text"/> SIZE <input type="text"/> MISC <input type="text"/> TEMP <input type="text"/> MAX DEX <input type="text"/> PENALTY <input type="text"/> |
| ARMOR WORN <input type="text"/> |

| SAVING THROWS | | | | | |
|---------------------------|-------|------|---------|-----------|------|
| FORTITUDE CONSTITUTION | TOTAL | BASE | ABILITY | MODIFIERS | TEMP |
| REFLEX DEXTERITY | | | CON | | |
| WILL WISDOM | | | DEX | | |
| | | | WIS | | |

| INITIATIVE | | |
|----------------------------|---------------------------|-------------------------------|
| TOTAL <input type="text"/> | DEX <input type="text"/> | MISC <input type="text"/> |
| SPEED | BASE <input type="text"/> | MODIFIED <input type="text"/> |

| ATTACK ROLLS | | | | | | | | |
|----------------------------|---------------------|------------------|------------|-----------|---------|------|------|------|
| MELEE ATTACK STRENGTH | TOTAL | MULTIPLE ATTACKS | CLASS BASE | MODIFIERS | ABILITY | SIZE | MISC | TEMP |
| RANGED ATTACK DEXTERITY | | 2ND | A | B | C | STR | | |
| GRAPPLE STRENGTH | MULTIPLE ATTACK ADJ | | | | | STR | | |

| WEAPONS | | | | | | |
|---------|---------------------------|--------|----------|-------|------|------|
| Weapon | Att Bonus | Damage | Critical | Range | Type | Size |
| Notes | AMMO <input type="text"/> | | | | | |
| Weapon | Att Bonus | Damage | Critical | Range | Type | Size |
| Notes | AMMO <input type="text"/> | | | | | |
| Weapon | Att Bonus | Damage | Critical | Range | Type | Size |
| Notes | AMMO <input type="text"/> | | | | | |
| Weapon | Att Bonus | Damage | Critical | Range | Type | Size |
| Notes | AMMO <input type="text"/> | | | | | |
| Weapon | Att Bonus | Damage | Critical | Range | Type | Size |
| Notes | AMMO <input type="text"/> | | | | | |

■ CANNOT BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES

