

EQUIPMENT

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

MOVEMENT & LIFTING

MOVEMENT

WALK	HUSTLE	RUN
<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
= BASE SPEED	= 2 X BASE SPEED	= 4 X BASE SPEED

LIFTING

LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
= MAX LOAD	= 2 X MAX LOAD	= 5 X MAX LOAD

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	-3	×4
HEAVY		+1	-6	×3

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

LANGUAGES

MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

SPECIAL ABILITIES & FEATS

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	0	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD = 10 + (ABILITY) + (MISC)

SCHOOL OF SPECIALIZATION

PROHIBITED SCHOOLS

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>			
<input type="text"/>			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

TURN UNDEAD

TIMES/DAY = 3 + (CHA) + (MISC)

CHECK = (CHA) + (MISC)

DAMAGE + 2d6 = (CHA) + (MISC)

MOST POWERFUL UNDEAD AFFECTED (HIT DICE)

0 OR LESS	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22+
-4	-3	-2	-1	<input type="text"/>	+1	+2	+3	+4

LEVEL

SPELLS & MAGIC ITEMS

HENCHMEN/ANIMAL COMPANIONS

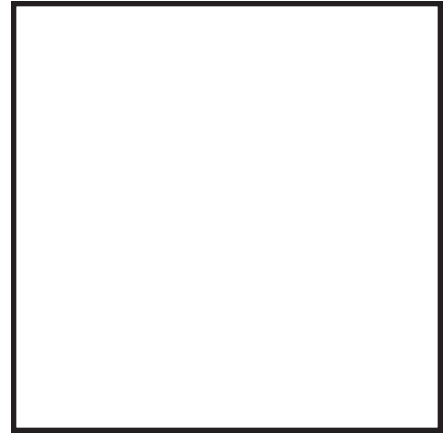
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NOTES													
NOTES													
NOTES													

CHARACTER DESCRIPTION

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

PERSONALITY _____

CHARACTER SKETCH



CHARACTER TRAITS _____

CHARACTER FLAWS _____

BLOODLINE _____

CONTACTS/FRIENDS _____

ENEMIES _____

QUOTE(S) _____

WILL _____

BACKGROUND & NOTES

DATE CREATED _____ DM/CAMPAIGN _____