CLASS:	SEX:
LEVEL: CHARACTER NAME PACE.	AGE:
PATRON DEITY: RACE: ALIGNMENT:	BIRTH DATE: SIZE:
PLACE OF ORIGIN:	HEIGHT:
LANGUAGES: LITERATE?	
	HAIR:
ABILITIES: SAVES: TOTAL A B C D ABILITYMAGIC MISC TEMP	EYES:
SCORE MOD Fortitude—	SKIN:
STR STRENGTH Reflex—	HANDEDNESS: CHARACTER SKETCH/SYMBOL
CON	SKILLS: TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3
COIN Will Wis Will	☐ APPRAISE ■ INT
DEX MISCELLANEOUS DIE ADJUSTMENTS	☐ BALANCE ■ DEX*
DEXTERITY +/- CONDITION +/- CONDITION	☐ BLUFF ■ CHA
INT NTELLIGENCE	☐ CLIMB ■ STR*
WIS	☐ CONCENTRATION ■ CON
WISDOM	☐ CRAFT ■ INT INT DECIPHER SCRIPT INT
CHA CHARISMA	☐ DIPLOMACY ■ CHA
COMBAT: TOTAL DEX FEAT MISC	• • • • • • • • • • • • • • • • • • •
COMBAT: ARMOR SHIELD DEX SIZE NATURAL MISC MISC 2 INITIATIVE DEX DEX DEX DEX DEX DEX DEX DEX DEX DE	☐ DISGUISE ■ CHA
= 10 + DEX BONUS ARMOR PENALTY	☐ ESCAPE ARTIST ■ DEX*
FLAT- VS. TOUCH MISS ARCANE SPELL	☐ FORGERY ■ INT
AC FOOTED ATTACKS CHANCE FAILURE RESISTANCE	GATHER INFORMATION ■ CHA
CURRENT HIT POINTS SUBDUAL DAMAGE	HANDLE ANIMAL CHA
HIT POINTS	☐ HEAL ■ WIS ☐ ☐ DEX*
CON BONUS CON DAMAGE REDUCTION TOUGHNESS DIE TYPE HEALING RATE	☐ INTIMIDATE ■ CHA
MULTIPLE ATTACKS CLASS BASE MODIFIERS TOTAL 2ND 3RD 4TH 5TH A B C D ABILITY SIZE MISC MISC 2	TUMD = CTD*
MELEE ATTACK -5 -10 -15 STR STR	□ KNOWLEDGE INT
MISSILE ATTACK	☐ KNOWLEDGE INT
GRAPPLE ATTACK	□ KNOWLEDGE INT
MONK UNARMED -3 -6 -9 -12 STR	□ KNOWLEDGE INT
WEAPONS:	© LISTEN ■ WIS US DEX*
ATTACK BONUSES WEAPON IN HAND	© OPEN LOCK DEX
WEAPON MAGIC MISC 1ST 2ND 3RD 4TH DAMAGE CRITICAL RANGE TYPE SIZE	PERFORM ■ CHA
NOTES	☐ PERFORM ■ CHA
	☐ PERFORM ■ CHA
NOTES	PROFESSION WIS
	☐ RIDE ■ DEX
NOTES	☐ SEARCH ■ INT ☐ SENSE MOTIVE ■ WIS
NOTES	☐ SLEIGHT OF HAND DEX*
CLASS & RACIAL ABILITIES FEATS	□ SPELLCRAFT INT
CLASS & TACIAL ADILITIES	□ SPOT ■ WIS
	□ SURVIVAL ■ WIS
·	□ SWIM ■ STR*
·	TUMBLE DEX*
	USE MAGIC DEVICE CHA USE ROPE ■ DEX
·	
ICER GAMES WCERGAMES.COM S. IST ID ITION FELL BRIGHT LO CORACTED INFORMATION FELL CHITCH. WWW.AALD HESTHAWA RET	
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A G A A A M E A C A C A C A C A C A C A C A C A C A	. 🖫
HEAT THE STATE OF	CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM
Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z	PROFICIENCIES
ROMAN NUTCHOMAN NOT INCHANGE AND	WEAPONS: SIMPLE MARTIAL ARMOR: LIGHT MEDIUM HEAVY SHIELDS
ON INCREMENTAL STATES OF THE S	-
VECRG	· ·
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			POSSESSIO	JNS:			
ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION WT
MOVEMENT & HUSTLE RUN	SPECIAL E	NCUN	MBRANCE: TOTAL WEIGHT	A	MMUN	ITION AND SUPPLIES:	
LIFTING: HOSTLE RON			CARRIED				
= 2 × BASE = 4 × BASE		_	LOAD CAPACITY DEX	ENC PEN RUN			
LIFT OVER LIFT OFF HEAD GROUND	DRAG			NORM NORM			
			EDIUM +3	-3 ×4			
BASE SPEED (WALK) = MAX LOAD = 2 × MAX	= 5 × MAX	□ [I	HEAVY +1	-6 ×3			
WEALTH:						EXPERIENCE POINTS:	
COPPER-			GEMS-				
SILVER-			JEWELS-				
GOLD-			MISCELLANEOUS-				
PLATINUM-						NEVT I E	VEL GOAL
						NEAT LE	VEL GOAL
SPELLS			17			1/	
			——————————————————————————————————————				
SPELL SAVE DC LEVEL SPELLS/ BONUS SPELL DAY SPELLS KNOW	LS VN						
0 0						/_	
1 ST	1 /						
2 ND							
3 RD							
4 TH							
5™	_						
6 TH	_		/_			/	
7 TH			——————————————————————————————————————			/_	
9 TH			——————————————————————————————————————			/_	
	-						
SPELL SAVE DC MOD ABILITY MISC MISC	2					/_	
= 10 +	7 /						
TURN UNDEAD:			1 1/1			V	
TURNING TIMES/			ITEMS -				
CHECK DAY CHARIS	MA COLOR	Om.	TIEWS -				
CHA = 3 + CHA		~					
TOTAL CHA LEVE	L						
DMG = 2d6 +							
NOTES:							
NOTES:							
PLAYER NAME:			DATE CHARACTER BEGAN:			CAMPAIGN:	
WILL: I do herel	Gy						