NYAMBE

CHARACTER RECORD SHEET

CHARACTER _____ PLAYER _____

CLASS _____ LEVEL _____

RACE _____ ALIGNMENT _____

PATRON DEITY/RELIGION _____

ORIGIN _____ RESIDENCE _____

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

MAX

CURRENT

DIE TYPE(S)

DAMAGE REDUCTION

ARMOR

ARMOR CLASS = 10 +

ARMOR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
		DEX	WIS			

MODIFIERS

ARMOR WORN

AC WHEN FLAT-FOOTED	
AC VERSUS TOUCH ATTACKS	
MISS CHANCE	
MAX DEXTERITY BONUS	
ARMOR CHECK PENALTY	
ARCANE SPELL FAILURE	
SPELL RESISTANCE	

SAVING THROWS

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

MODIFIERS

INITIATIVE

TOTAL	DEX	MISC
	DEX	

	BASE	MODIFIED
SPEED		

ATTACK ROLLS

	TOTAL	MULTIPLE ATTACKS 2ND	3RD	4TH	5TH	CLASS BASE 1	2	3	4	MODIFIERS ABILITY	SIZE	MISC	TEMP
MELEE (STR)										STR			
RANGED (DEX)										DEX			
MULTIPLE ATTACK ADJ													

	TOTAL	BASE	STR	SIZE	MISC
GRAPPLE			STR		

ADDITIONAL MODIFIERS

WEAPONS

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

SKILLS

MAX RANKS = LVL+3(/2)

		CROSS CLASS	TOTAL	ABILITY RANKS	RACE	MISC 1	MISC 2
ALCHEMY	INT						
ANIMAL EMPATHY	CHA						
APPRAISE ■	INT						
BALANCE ■	DEX*						
BLUFF ■	CHA						
CLIMB ■	STR*						
CONCENTRATION ■	CON						
CRAFT ■ (_____)	INT						
DECIPHER SCRIPT	INT						
DIPLOMACY ■	CHA						
DISABLE DEVICE	INT						
DISGUISE ■	CHA						
ESCAPE ARTIST ■	DEX*						
FORGERY ■	INT						
GATHER INFORMATION ■	CHA						
HANDLE ANIMAL	CHA						
HEAL ■	WIS						
HIDE ■	DEX*						
INNUENDO	WIS						
INTIMIDATE ■	CHA						
INTUIT DIRECTION	WIS						
JUMP ■	STR*						
KNOWLEDGE (_____)	INT						
KNOWLEDGE (_____)	INT						
KNOWLEDGE (_____)	INT						
KNOWLEDGE (_____)	INT						
LISTEN ■	WIS						
MOVE SILENTLY ■	DEX*						
OPEN LOCK	DEX						
PERFORM ■ (_____)	CHA						
(_____)							
PICK POCKET	DEX*						
PROFESSION (_____)	WIS						
READ LIPS	INT						
RIDE ■	DEX						
SCRY ■	INT						
SEARCH ■	INT						
SENSE MOTIVE ■	WIS						
SPELLCRAFT	INT						
SPOT ■	WIS						
SWIM ■	STR†						
TUMBLE	DEX*						
USE MAGIC DEVICE	CHA						
USE ROPE ■	DEX						
WILDERNESS LORE ■	WIS						

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

PROFICIENCIES

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

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

LIFT OVER HEAD
= MAX LOAD

LIFT OFF GROUND
= 2 × MAX LOAD

PUSH OR DRAG
= 5 × MAX LOAD

MONEY AND GEMS

CP —

SP —

GP —

PP —

GEMS —

CLASS AND RACIAL ABILITIES

LANGUAGES

FEATS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
	0		0	
	1ST			
	2ND			
	3RD			
	4TH			
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			

	SPELL SAVE DC MOD

MAGIC ITEMS

SPELLS

HENCHMEN/ANIMAL COMPANIONS

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

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 AND NOTES

DATE CREATED

DM/CAMPAIGN

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