

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


MAX RANKS = LVL+3(/2)

### SKILLS

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

**ARMOR**

ARMOR CLASS = 10 +

ARMOR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

ARMOR WORN

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

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





# CHARACTER DESCRIPTION

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

PERSONALITY \_\_\_\_\_

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QUOTE(S) \_\_\_\_\_

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CONTACTS/FRIENDS \_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

ENEMIES \_\_\_\_\_

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CHARACTER SKETCH



## BACKGROUND & NOTES

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DATE CREATED \_\_\_\_\_ DM/CAMPAIGN \_\_\_\_\_