

# HIT POINTS

	BLOODED	SURGE VALUE	SURGES/DAY
MAX HP	$\frac{1}{2}$ HP	$\frac{1}{4}$ HP	
		TEMP HP	SURGES
CURRENT HP		SECOND WIND	
		DEATH SAVES	

<b>SKILLS</b>		<b>BONUS</b>	<b>ABIL MOD</b>	<b>½ LVL</b>	<b>TRAINED</b>	<b>MISC 1</b>	<b>MISC 2</b>	<b>ARMOR PENALTY</b>
Acrobatics	DEX							
Arcana	INT							N/A
Athletics	STR							
Bluff	CHA							N/A
Diplomacy	CHA							N/A
Dungeoneering	WIS							N/A
Endurance	CON							
Heal	WIS							N/A
History	INT							N/A
Insight	WIS							N/A
Intimidate	CHA							N/A
Nature	WIS							N/A
Perception	WIS							N/A
Religion	INT							N/A
Stealth	DEX							
Streetwise	CHA							N/A
Thievery	DEX							

### Passive Insight

### Passive Perception

**SPECIAL SENSES**

DEFENSES												
DEFENSE	1/2 LVL	ARMOR/ABILITY	CLASS	FEAT	ENH	MISC	MISC	SPECIAL DEFENSES				
<b>AC</b> ARMOR CLASS	<input type="text"/>	10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
<b>FORT</b> FORTITUDE	<input type="text"/>	10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>					
<b>REF</b> REFLEX	<input type="text"/>	10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>					
<b>WILL</b> WILLPOWER	<input type="text"/>	10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>					
<b>TOTAL</b>	BASE	ARMOR	ITEM	MISC	MISC	<b>TOTAL</b>	DEX	1/2 LEVEL	FEAT	MISC	MISC	
<b>SPEED</b> IN SQUARES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>INIT</b> INITIATIVE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

SPECIAL MOVEMENT

CONDITIONAL MODIFIERS

ATTACKS																			
ATTACK	(DEFENSE)	ATTACK BONUS	½ LVL	ABILITY	CLASS	PROF	FEAT	ENH	MISC	DAMAGE	DAMAGE BONUS	ABILITY	FEAT	ENH	MISC	MISC	RANGE		
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## EQUIPMENT

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
	RING			ARMOR			RING	
				NECK				
				HEAD				
				ARMS				
				HANDS				
				WAIST				
				FEET				
Current Load						Total Weight Carried		

Normal Load (= 10 x STR)

Heavy Load (= 20 x STR) 

Max Drag Load	(= 50 x STR)	
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## LANGUAGES

## EXPERIENCE

## MONEY & OTHER WEALTH

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

XPS NEEDED FOR NEXT LEVEL

## MAGIC ITEMS & RITUALS

[illegible][illegible]



POWERS

WILL

ENC

DAILY

ACTION

RANGE

TARGET

ATTACK

DAMAGE

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ATTACK

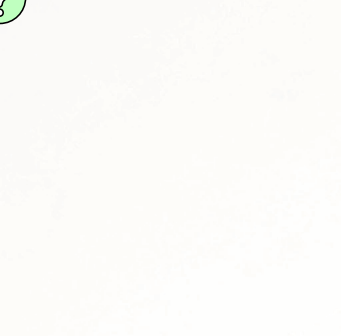
DAMAGE

## CHARACTER DESCRIPTION

Character Name	Age	Sex
Description	Birth Date	Size
	Height	Weight
	Hair	Eyes
	Skin	Handedness

Personality \_\_\_\_\_

### Character Sketch



Contacts/Friends \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Enemies \_\_\_\_\_

Quote(s) \_\_\_\_\_

Will \_\_\_\_\_

Will \_\_\_\_\_

BACKGROUND & NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.