

Player
Alignment
Level
Residence

Skills

Class				
Skill	Total	Ability	Ranks	Misc

[illegible]

Max	Current
DR	
Hit Dice	

AC Flat-Footed	
AC Touch	
Miss Chance	
Max Dex	
Armor Penalty	
% Spell Failure	
SR	

----- modifiers -----					
Armor	Shield	Dex	Size	Nat	Misc
Armor					
Shield					
Other					

Total	Dex	Misc

PORT					Con		
REF					Dex		
WILL					Wis		

Total	Base	Misc

Multiple Attacks				Class Base				Modifiers			
1st	2nd	3rd	4th	1	2	3	4	Ability	Size	Misc	Misc

Melee								Str			
Ranged								Dex			
Grapple								Str			
Additional Combat Modifiers											

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
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Notes						
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Notes						
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Notes						

		Int		
		Dex		
		Cha		
		Str		
		Con		
		Int		
		Int		
		Int		
		Cha		
		Int		
		Cha		
		Dex		
		Int		
		Cha		
		Cha		
		Wis		
		Dex		
		Cha		
		Str		
		Int		
		Int		
		Int		
		Int		
		Wis		
		Dex		
		Dex		
		Cha		
		Cha		
		Cha		
		Wis		
		Wis		
		Dex		
		Int		
		Wis		
		Dex		
		Int		
		Wis		
		Wis		
		Str		
		Dex		
		Cha		
		Dex		

* : Can be used untrained ! : Armor penalty

Proficiencies

Armor:	Weapon:
Light	Simple
Medium	Martial
Heavy	Other

Equipment

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
							Head	
							Face	
							Ears	
							Neck	
							Back	
							Body	
							Arms	
							L Hand	
							R Hand	
							L Fingers	
							R Fingers	
							Belt	
							Legs	
							Feet	
Current Load						Total Weight Carried		

Movement & Lifting

Experience

Money

Movement	Walk		Base Speed
	Hustle		2xBase Speed
	Run		4xBase Speed

Lifting	Over Head		Max Load
	Off Ground		2xMax Load
	Push or Drag		5xMax Load

Total XP				
Next Level				
Load	Capacity	Dex	Enc	Run
Light		Norm	Norm	Norm
Med		+ 3	-3	x4
Heavy		+1	-6	x3

CP	
SP	
GP	
StP	
PP	
Gems	
Misc	
Misc	

Class Abilities

Feats

Racial Abilities

[illegible]

Spells

Spell		Spells		Spells
DC	lvl	p/day	Bonus	Known
	0		0	
	1st			
	2nd			
	3rd			
	4th			
	5th			
	6th			
	7th			
	8th			
	9th			

Spell			
DC Mod	Ability		Misc
<input type="text"/>	10+	<input type="text"/>	+
<input type="text"/>		<input type="text"/>	<input type="text"/>

Turn Undead

	Total	Cha	Level	Misc
Time/Day	<input type="text"/>	3 + <input type="text"/>		<input type="text"/>
Check	<input type="text"/>	<input type="text"/>		<input type="text"/>
Damage	<input type="text"/>	2d6 <input type="text"/>	<input type="text"/>	<input type="text"/>

Spells Known/Prepared

[illegible]

Powers & Magic Items

[illegible]

Henchmen/Animal Companions

[illegible]

Character Description

Character Name	Age	Sex
Description	Birthdate	Size
	Height	Weight
	Hair	Eyes
	Skin	Handedness
	Other	

Personality

[illegible]

Quote(s)

Character Sketch

Contacts/Friends

Enemies

Background & Notes

[illegible]

Date Created

DM / Campaign