

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				

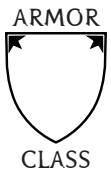
### HIT POINTS

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

### ARMOR



ARMOR CLASS = 10 +  
ARMOR WORN

MODIFIERS							
ARMOR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC	

SAVING THROWS

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

COMBAT BONUSES

	TOTAL	BASE	MODIFIERS			
			ABILITY	SIZE	MISC	TEMP
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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WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

MAX RANKS = LVL+3(/2)

- ALCHEMY
- ANIMAL EMPATHY
- APPRAISE ■
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- CRAFT ■ ( \_\_\_\_\_ )
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- ESCAPE ARTIST ■
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■
- INNUENDO
- INTIMIDATE ■
- INTUIT DIRECTION
- JUMP ■
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- LISTEN ■
- MOVE SILENTLY ■
- OPEN LOCK
- PERFORM ■ ( \_\_\_\_\_ )
- ( \_\_\_\_\_ )
- ( \_\_\_\_\_ )
- PICK POCKET
- PROFESSION ( \_\_\_\_\_ )
- READ LIPS
- RIDE ■
- SCRY ■
- SEARCH ■
- SENSE MOTIVE ■
- SPELLCRAFT
- SPOT ■
- SWIM ■
- TUMBLE
- USE MAGIC DEVICE
- USE ROPE ■
- WILDERNESS LORE ■

### SKILLS

CROSS CLASS	KEY ABILITY	MODIFIERS		
		TOTAL	ABILITY	RANKS
	INT			
	CHA			
	INT			
	DEX*			
	CHA			
	STR*			
	CON			
	INT			
	INT			
	CHA			
	INT			
	CHA			
	DEX*			
	INT			
	CHA			
	CHA			
	WIS			
	DEX*			
	WIS			
	CHA			
	WIS			
	STR*			
	INT			
	INT			
	INT			
	INT			
	WIS			
	DEX*			
	DEX			
	CHA			
	DEX*			
	WIS			
	INT			
	DEX			
	INT			
	WIS			
	STR†			
	DEX*			
	CHA			
	DEX			
	WIS			

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





