

CHARACTER NAME

CLASS

ALIGNMENT

LEVEL

RACE

AGE

GENDER

HEIGHT

WEIGHT

HAIR

EYES

COMPLEXION

	BASE	BONUS	SOURCE	TOTAL	MOD.
STR		ENCHANTMENT	_____		
		ENLARGEMENT	_____		
		INHERENT	_____		
DEX		ENCHANTMENT	_____		
		INHERENT	_____		
CON		ENCHANTMENT	_____		
		ENLARGEMENT	_____		
		INHERENT	_____		
INT		ENCHANTMENT	_____		
		INHERENT	_____		
WIS		ENCHANTMENT	_____		
		INHERENT	_____		
CHA		ENCHANTMENT	_____		
		INHERENT	_____		

AC **10 +**

ARMOR _____ **MISCELLANEOUS** _____

DEFLECTION _____ **NATURAL ARMOR** _____

DEXTERITY _____ **PROFANE** _____

DODGE _____ **SACRED** _____

HASTE _____ **SHIELD** _____

INSIGHT _____ **SIZE** _____

LUCK _____ **WISDOM (MONK)** _____

DR **SOURCE** _____

SAVING THROWS

	BASE	CON	CHA	DEX	WIS	RESISTANCE	TOTAL
FORT						COMPETENCE _____	
						DIVINE GRACE _____	
MIND						INSIGHT _____	
						LUCK _____	
REF.						MORALE _____	
						PROFANE _____	
WILL						RESISTANCE _____	
						SACRED _____	

Hit Points

WOUNDS

SPEED

Initiative

WEAPON

BASE ATK STR MAGIC MISC TOTAL ATK

CRITICAL TYPE DAMAGE

RANGED

BASE ATK DEX MAGIC MISC TOTAL ATK

CRITICAL RANGE DAMAGE

WEAPON

BASE ATK STR MAGIC MISC TOTAL ATK

CRITICAL TYPE DAMAGE

RANGED

BASE ATK DEX MAGIC MISC TOTAL ATK

CRITICAL RANGE DAMAGE

SKILLNAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	SKILLNAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> ALCHEMY	INT	=	+	+		<input type="checkbox"/> KNOWLEDGE HISTORY ¹	INT	=	+	+	
<input type="checkbox"/> APPRAISE	INT	=	+	+		<input type="checkbox"/> KNOWLEDGE LOCAL ¹	INT	=	+	+	
<input type="checkbox"/> BALANCE	DEX*	=	+	+		<input type="checkbox"/> KNOWLEDGE NATURE ¹	INT	=	+	+	
<input type="checkbox"/> BLUFF	CHA	=	+	+		<input type="checkbox"/> KNOWLEDGE NOBILITY ¹	INT	=	+	+	
<input type="checkbox"/> CLIMB	STR*	=	+	+		<input type="checkbox"/> KNOWLEDGE PLANES ¹	INT	=	+	+	
<input type="checkbox"/> CONCENTRATION	CON	=	+	+		<input type="checkbox"/> KNOWLEDGE RELIGION ¹	INT	=	+	+	
<input type="checkbox"/> CRAFT ¹	INT	=	+	+		<input type="checkbox"/> KNOWLEDGE(_____) INT		=	+	+	
<input type="checkbox"/> DEC. SCRIPT ¹	INT	=	+	+		<input type="checkbox"/> KNOWLEDGE(_____) INT		=	+	+	
<input type="checkbox"/> DIPLOMACY	CHA	=	+	+		<input type="checkbox"/> LISTEN	WIS	=	+	+	
<input type="checkbox"/> DISABLE DEVICE ¹	INT	=	+	+		<input type="checkbox"/> MOVE SILENTLY	DEX*	=	+	+	
<input type="checkbox"/> DISGUISE	CHA	=	+	+		<input type="checkbox"/> OPEN LOCK ¹	DEX	=	+	+	
<input type="checkbox"/> ESCAPE ARTIST	DEX*	=	+	+		<input type="checkbox"/> PERFORM(_____) DEX		=	+	+	
<input type="checkbox"/> FORGERY	INT	=	+	+		<input type="checkbox"/> PROFESSION ¹	WIS	=	+	+	
<input type="checkbox"/> GATHER INFO.	CHA	=	+	+		<input type="checkbox"/> RIDE(_____) DEX		=	+	+	
<input type="checkbox"/> HANDLE ANIMAL ¹	CHA	=	+	+		<input type="checkbox"/> SEARCH	INT	=	+	+	
<input type="checkbox"/> HEAL	WIS	=	+	+		<input type="checkbox"/> SENSE MOTIVE	WIS	=	+	+	
<input type="checkbox"/> HIDE	DEX*	=	+	+		<input type="checkbox"/> SLEIGHT OF HAND ¹	DEX*	=	+	+	
<input type="checkbox"/> INTIMIDATE	CHA	=	+	+		<input type="checkbox"/> SPELLCRAFT ¹	INT	=	+	+	
<input type="checkbox"/> JUMP	STR*	=	+	+		<input type="checkbox"/> SPOT	WIS	=	+	+	
<input type="checkbox"/> KNOWLEDGE ARCANA ¹	INT	=	+	+		<input type="checkbox"/> SURVIVAL	WIS	=	+	+	
<input type="checkbox"/> KNOWLEDGE A&E ¹	INT	=	+	+		<input type="checkbox"/> SWIM	STR*	=	+	+	
<input type="checkbox"/> KNOWLEDGE DUNGEON ¹	INT	=	+	+		<input type="checkbox"/> TUMBLE	DEX*	=	+	+	
<input type="checkbox"/> KNOWLEDGE GEOGRAPHY ¹	INT	=	+	+		<input type="checkbox"/> USE MAGIC DEV. ¹	CHA	=	+	+	
						<input type="checkbox"/> USE ROPE	DEX	=	+	+	

Character Notes

¹ TRAINED ONLY
* ARMOR CHECK PENALTY APPLIES

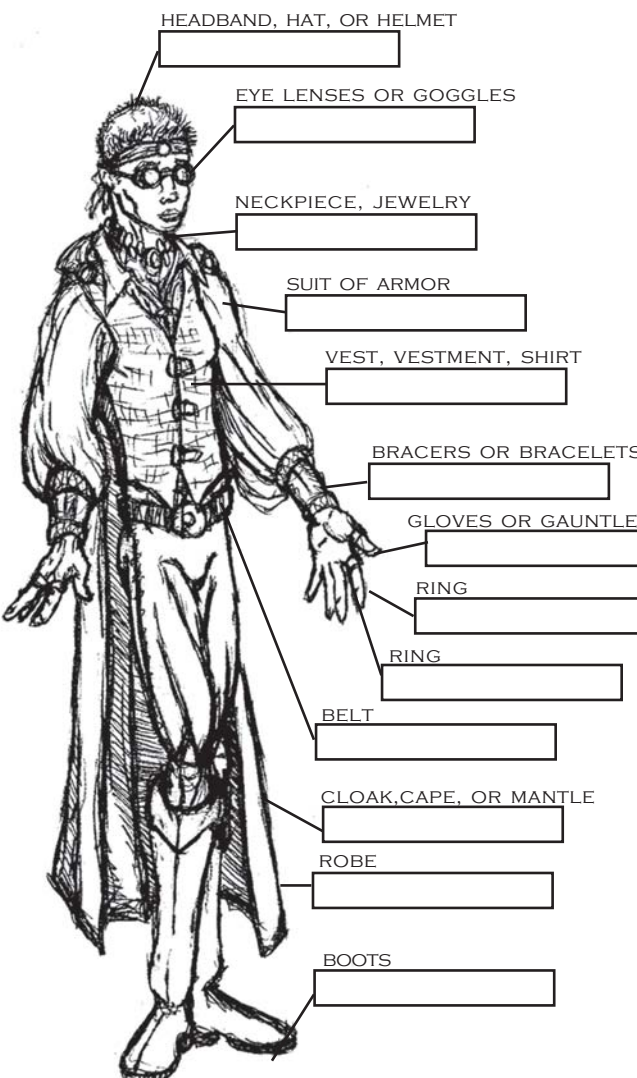
EXPERIENCE	GOAL

SPELLS

BASE DC

ADD SPELL LEVEL TO BASE DC

EQUIPPED ITEMS



HEADBAND, HAT, OR HELMET

EYE LENSES OR GOGGLES

NECKPIECE, JEWELRY

SUIT OF ARMOR

VEST, VESTMENT, SHIRT

BRACERS OR BRACELETS

GLOVES OR GAUNTLETS

RING

RING

BELT

CLOAK, CAPE, OR MANTLE

ROBE

BOOTS

LEFT HAND (HELD)

MISC.

MISC.

RIGHTHAND(HELD)

MISC.

MISC.

FEATS/ABILITIES

GEAR

ITEM	WT

MONEY

	GEMS & JEWELRY
CP	
SP	
GP	
PP	

LANGUAGE

<input type="checkbox"/> ABYSSAL	<input type="checkbox"/> ORC
<input type="checkbox"/> AQUAN	<input type="checkbox"/> SYLVAN
<input type="checkbox"/> AURAN	<input type="checkbox"/> TERRAN
<input type="checkbox"/> CELESTIAL	<input type="checkbox"/> UNDERCOMMON
<input type="checkbox"/> DRACONIC	<input type="checkbox"/>
<input type="checkbox"/> DRUIDIC*	<input type="checkbox"/>
<input type="checkbox"/> DWARVEN	<input type="checkbox"/>
<input type="checkbox"/> ELVEN	<input type="checkbox"/>
<input type="checkbox"/> GIANT	<input type="checkbox"/>
<input type="checkbox"/> GNOME	<input type="checkbox"/>
<input type="checkbox"/> GOBLIN	<input type="checkbox"/>
<input type="checkbox"/> GNOLL	<input type="checkbox"/>
<input type="checkbox"/> IGNAN	<input type="checkbox"/>
<input type="checkbox"/> INFERNAL	<input type="checkbox"/>

CAMPAIGN NOTES