

**CHARACTER INFORMATION:**

Character's Name: \_\_\_\_\_ Race: \_\_\_\_\_  
 Player's Name: \_\_\_\_\_ Religion: \_\_\_\_\_  
 Alignment: \_\_\_\_\_ Sex: \_\_\_\_\_ Age: \_\_\_\_\_ Ht: \_\_\_\_\_ Wt: \_\_\_\_\_ Size: \_\_\_\_\_  
 Homeland: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_



By: Daniel Rivera & Stan Clark

ABILITY SCORES				
	Score	Mod	Tmp	Mod
STR				
DEX				
CON				
INT				
WIS				
CHA				

CLASSES		LVL
1:		
2:		
3:		
4:		
5:		
Racial Modifier		
Effective Level		

SAVING THROWS					MISC	
Type	Total	Class	Ability	Misc	Initiative	
Fortitude (Con)					Max Press	
Reflex (Dex)					Max Lift	
Will (Wis)					Max Pull	
Special Save Modifiers					Current XP	XP Penalty

**ARMOR & PROTECTION**

Armor Worn	Move	Type	AC	MDex	Spell	Check	Wt.
Total:							

**ENCUMBRANCE / MOVEMENT**

Encu.	Wt.	Dex	Check	Run	Move	Speed
Light			0	x4	30	
Mod		+3	-3	x4	20	Enc
Heavy		+1	-6	x3	20	



Armor =

Armor Class	Dex	Natural	Deflect	Misc	Size
Flat-Footed		Shieldless		Touch	
				Force AC	

**HIT POINTS**

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Special Attacks:
Special Defenses:

Melee Attacks:

Total bonus	BAB	Str	Size	Misc

Missile Attacks:

Total bonus	BAB	Dex	Size	Misc

Weapon	Attack Bonuses	Critical	Damage	Range	Wt.	Size	Type	Special Properties

SKILL	Total	Rank	Abil	Misc	SKILL	Total	Rank	Abil	Misc	FEATS
Appraise					Craft:					
Balance*					Craft:					
Bluff					Perform:					
Climb*					Perform:					
Concentration					<b>Trained Only</b>					
Diplomacy					Decipher Script					
Disguise					Disable Device					
Escape Artist*					Handle Animal					
Forgery					Open Lock					
Gather Information					Sleight of Hand					
Heal					Spellcraft					
Hide *					Tumble*					
Intimidate					Use Magic Device					
Jump *					Knowledge: <u>Arcana</u>					
Listen					Knowledge: <u>Engineering</u>					
Move Silently *					Knowledge: <u>Dungeoneering</u>					
Ride					Knowledge: <u>Geography</u>					
Search					Knowledge: <u>History</u>					
Sense Motive					Knowledge: <u>Local</u>					
Spot					Knowledge: <u>Nature</u>					
Survival					Knowledge: <u>Nobility</u>					
Swim					Knowledge: <u>Religion</u>					
Use Rope					Knowledge: <u>Planes</u>					
					Profession:					
* = armor check / encumbrance penalties apply										Total Skill Points

**LANGUAGES**

