CHARACTER				F	PLAYER						
CLASS & LEVEL					RACE			THE			
DEITY/RELIGION					ALIGNMENT						
ORIGIN AGI	E GE	NDER H	IEIGHT	WEIGHT	EYES	HAIR	CHARAC	CTE	R S	HE	ET
ABILITY ABIL	LITY TEMPORARY TEMPOR	ARY					SKILLS				
ABILITY SCORE MOD	IFIER SCORE MODIF	HP HIT POINTS	OTAL	CURRENT HIT PO	DINT TOTAL	SKILL		KEY BILITY TOTAI		MODIFIERS ABILITY MISC	MISC
DEX DEXTERITY		DIE TYPE (S	5)			☐ APPRAISE ■ ☐ BALANCE ■		INT	\vdash		
CON		= -				☐ BLUFF ■		CHA			
CONSTITUTION		DAMAGE REDU	CTION			☐ CLIMB ■ ☐ CONCENTRATION		STR* CON	\vdash	+	
INT	_					☐ CRAFT ■ (INT			
WIS		SPELL RESISTA	NCE	NONLETHAL	DAMAGE	□ DECIPHER SCRIPT□ DIPLOMACY ■		INT	+	-	
CHA						DISABLE DEVICE		INT	\Box		
	OTAL ARM	OR SHIELD DEX	MODIFIERS SIZE NATURAL DEFLEC	TION MISC MISC	-	☐ DISGUISE ■ ☐ ESCAPE ARTIST ■		CHA DEX*	+		
AC	= 10 +		JIZE WATOKAE BETEK	I I I I I I I I I I I I I I I I I I I	MAX DEX BONUS	☐ FORGERY ■		INT			
FLAT-FOOTED ARMOR CLASS	= 10 +				CHECK	GATHER INFORMA HANDLE ANIMAL		СНА	++	_	
	_				PENALTY ARCANE	☐ HEAL ■		wis			
TOUCH ARMOR CLASS	= 10 +	AC MAY CHE	 CK_ARCANE		FAILURE	☐ HIDE ■☐ INTIMIDATE ■		CHA	\vdash	+	
ARMOR/PROTECTIVE ITE	M TYPE		TY FAILURE SPEED	WEIGHT SF	PECIAL PROPERTIES	_ □ JUMP■		STR*	\Box		
						☐ KNOWLEDGE (☐ KNOWLEDGE (INT INT	+		
						KNOWLEDGE (j j	INT		\Rightarrow	
						☐ KNOWLEDGE (☐ LISTEN ■		WIS WIS	\vdash		
						☐ MOVE SILENTLY ■		DEX*			
SAVING TUROWS TO	CLASS BA		MODIFIERS			□ OPEN LOCK □ PERFORM (DEX	+	+	
FORTITUDE	OTAL A B	C D ABILITY	MAGIC MISC M	ISC	NITIATIVE DESTERITY	PERFORM (j (СНА			
REFLEX	=			тот	AL DEX MISC	☐ PERFORM (☐ PROFESSION		WIS	+	+	
DEXTERITY	_			- L		☐ RIDE ■		DEX			
WISDOM				╝.		☐ SEARCH ■ ☐ SENSE MOTIVE ■		WIS	\vdash	+	
	MULTIPLE AT OTAL 2ND 3RD		CLASS BASE B C D		MISC MISC MISC	SLEIGHT OF HAND) [DEX*			
MELEE						☐ SPELLCRAFT ☐ SPOT ■		WIS	+	+	
RANGED						☐ SURVIVAL ■		wis	\Box	\perp	
GRAPPLE STRENGTH						□ SWIM ■ □ TUMBLE		STR* DEX*	+	+	
	FEATS	& SPECIAL	L ABILITIE	S		USE MAGIC DEVICE	E	СНА	\Box	=	
						☐ USE ROPE ■ ─ ☐		DEX	++		
						_ 0		\Box	\Box		
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						■ DENOTES SKILL CAN BE US	ED UNTRAINED — * ARMOR CHEC		PPLIES (D	OUBLE FOR S	SWIM)
						WEAPONS: ☐ SIMPLE ☐ MA			и 🗅 HE	AVY 🗆 SH	IELDS
						_					
						_	DAGIAL ABILIT	-156			
							RACIAL ABILIT	IES			
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WEAPON	ENHANCE	MISC TOTAL 2ND		5TH DAMAG	GE CRITICAL	RANGE TYPE SIZE	NO.	ΓES			
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AMMUNITION		── ╵┖──┘ ┖ <u>─</u> ╊┼┼┼┼	AMN	IUNITION			AMMUNITION	Н			
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