Character Name					Player Name					Alignment NG LG CG			
Class & Leve	el					lace				LN	N	CN	
iize	Age	Gend	der :	Heigh	t V	Veight	Eyes	Hair	Skin	LE	NE	CE	
ABILITY NAME A	ABILITY SCORE	MODIFIER	SAVING THROW		TOTAL	SAVE MO	SILITY MAGIC DIFIER MODIFIE	R MODIFIER	Skills	S (CL	MAX RAN ASS/CROSS CLAS	KS /	
Strength			Fortitue (constitution)		=_	+	+]+[SKILL NAME	KEY ABIL ABILITY MODI	JTY MISC. IFIER MODIFER	RANKS SKI MODI	
DEX Dexterity			Reflex (dexterity)			+	+	+	☐ APPRAISE ■		_++		
CON Constitution			Will (wisdom)		=	1	1+	1+	□ BALANCE ■□ BLUFF ■		_++ + +		
INT			(wisdoill)						□ CLIMB ■		''		
Intelligence					TOTAL N	DEX N NOD IFI ER MO	iisc Difier		□ CONCENTRATION ■	· ·	_++		
WIS Wisdom			Inițiațive ^{Modifier}			+	Spee	ed	□ CRAFT ■ □ CRAFT ■	INT INT	_++ + +		
CHA			Base Attac	l Boo	we		ll Resistance		□ CRAFT ■	INT	+ +	[
Charisma		7	base Allaci	k DOD	lus	Spe	n Kesistance		□ DECIPHER SCRIPT□ DIPLOMACY		_++		
	TOTAL	WOUNDS/CURREN	NT HP			NON-LETH	HAL DAMAGE DAM	AGE RESISTANCE	☐ DISABLE DEVICE		+ +		
HP Hit Points									□ DISGUISE ■		_++		
	TOTAL	ARM BON	IOR SHIEL	D	DEX MODIFIER N		TURAL DEFLECTION MOR MODIFIE	ON MISC R MODIFIER	□ ESCAPE ARTIST□ FORGERY		_++ + +		
AC Armor Class		= 10 +	+	آ+ل	+	+	+	+	☐ GATHER INFORMATION ■		+ +		
Armor Class	10								☐ HANDLE ANIMAL		_++		
0		ouch Armo	r Class		Fle	at-Footed A	rmor Class		☐ HEAL ■ ☐ HIDE ■		++ +		
									□ INTIMIDATE ■		+ +		
A	ttack	ATTA	ICK BONUS		RANGE	DAMAGE	CRITICAL	TYPE	JUMP ■KNOWLEDGE	STR*	_++		
1.	Lucix	ATTA	ICK BUINUS		NANGE	DAIMAGE	CHITICAL	TIFE	□ KNOWLEDGE		_++		
									□ KNOWLEDGE	INT	_++		
MMUNITION									□ KNOWLEDGE□ KNOWLEDGE	INT INT	_++ + +		
A	ttack	ATTA	CK BONUS		RANGE	DAMAGE	CRITICAL	TYPE	□ LISTEN ■	WIS	++		
									☐ MOVE SILENTLY ■		_++		
									□ OPEN LOCK□ PERFORM	DEX	_++		
MMUNITION			000						□ PERFORM	CHA	_++	=_	
A	ttack	ATTA	CK BONUS		RANGE	DAMAGE	CRITICAL	TYPE	□ PERFORM□ PROFESSION		_++ + +		
									□ PROFESSION		_++		
MMIINITION				חחח					□ RIDE ■		_++		
	ttack								□ SEARCH ■□ SENSE MOTIVE ■		_++	-	
P	Щаск	ATTA	CK BONUS		RANGE	DAMAGE	CRITICAL	TYPE	□ SLEIGHT OF HAND	DEX*	_++	=_	
									□ SPELLCRAFT		_++		
MMUNITION					00000			00000	☐ SPOT ■ ☐ SURVIVAL ■		_++ + +		
									□ SWIM ■	STR*	++	=_	
Armor/P	rotective Ite	ет түре	AC BONUS	MAX DI	EX PENALTY	SPELL FA I LURE	SPEED WEIGHT	PROPERTIES	□ TUMBLE□ USE MAGIC DEVICE		+ +		
									☐ USE ROPE ■		_++		
Shield/P	otective Ite	m									++		
-smeia/pi	elective ite	em TYPE	AC BONUS	MAX DI	EX PENALTY	SPELL FAILURE	SPEED WEIGHT	PROPERTIES			_++ + +	=_	
									0		_++	=_	
	requires the follov ons Proficiency	ving feat and skill:					-		■ Denotes a skill that can be us □ Mark this box with an X if the		skill for the cha	aracter.	
	Arms or Craft: Cani	noneer				160			* Armor check penalty, if any, a				



Experience Points

XP to next Level

Campaign

Character	Possessions		Feats	Spells				
ITEM WEIGH	T ITEM	WEIGHT		DO	MAINS/SPECIALTY	SCHOOL		
				0				
				1st				
				2nd				
				3rd				
			Special Abilities					
				4th				
				5th				
	Total Weight Carried							
LIGHT MEDIUM HEAVY LOAD LOAD LOAD	LIFT OVER LIFT OFF PUSH OR HEAD GROUND DRAG			6th				
				7th				
	EQUALS MAX MAX LOAD MAX LOAD LOAD x 2 x 5)		8th				
	G-<			9th				
	The same of the sa			0 44.0				
Charact	er Wealth			Spell Sa				
CROWNS (GP) SHIELDS (SP) FARTHINGS (CP)				Arcane SPELLS S	Spell Failur		BONUS	
				KNOWN SA	o [PER DAY	BONUS SPELLS	
OTHER VALUABLE ITEMS					1st [
					2nd			
			Languages		3rd			
					4th			
					5th 6th			
					7th			
					8th			
					9th			