

Character Name _____

Player _____

Class & Level _____

Race & Origin _____



Alignment _____ Size _____ Age _____ Gender _____ Height _____ Weight _____ Eyes _____ Hair _____ Skin _____ Speed _____

ABILITY NAME ABILITY SCORE ABILITY MOD ABILITY COST AC TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DODGE MODIFIER + MISC MODIFIER TOUCH FLAT FOOTED

Strength HP HIT POINTS TOTAL HIT DIE TYPE DAMAGE REDUCTION SPELL FAILURE SPELL RESISTANCE ARMOR PENALTY

Constitution Initiative TOTAL DEX MODIFIER MISC MODIFIER

Intelligence Skill Name KEY ABILITY SKILL MOD ABILITY MOD RANKS MISC MOD

Wisdom Base ATTACK BONUS

Charisma Grapple MODIFIER

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER CONDITIONAL MODIFIER

Fortitude CONSTITUTION

Reflex DEXTERITY

Will WISDOM

Melee ATTACK BONUS TOTAL BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER

Ranged ATTACK BONUS TOTAL BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC MODIFIER

Weapon TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE MATERIAL / SPECIAL PROPERTIES

Weapon TOTAL ATTACK BONUS DAMAGE CRITICAL

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RANGE WEIGHT TYPE SIZE MATERIAL / SPECIAL PROPERTIES

Weapon TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE MATERIAL / SPECIAL PROPERTIES

AMMUNITIONS

Table with columns: Skill Name, KEY ABILITY, SKILL MOD, ABILITY MOD, RANKS, MISC MOD. Lists skills like APPRAISE, AUTOHYPNOSIS, BALANCE, etc.

Denotes a skill that can be used untrained. Mark this box with an X if the skill is a class skill for the character. * Armor check penalty, if any, applies.

Armor / Protective Item TYPE ARMOR BONUS MAX DEX BONUS

CHECK PENALTY SPELL FAILURE SPEED WEIGHT MATERIAL / SPECIAL PROPERTIES

Armor / Protective Item TYPE ARMOR BONUS MAX DEX BONUS

CHECK PENALTY SPELL FAILURE SPEED WEIGHT MATERIAL / SPECIAL PROPERTIES

Shield / Protective Item ARMOR BONUS WEIGHT CHECK PENALTY SPELL FAILURE

MATERIAL / SPECIAL PROPERTIES

EXPERIENCE POINTS (XP)

Money

100 Lead Bead (bd) = 10 Ceramic Bit (bit)
= 1 Ceramic Piece (Cp) = 1/10th Silver Piece (Sp) = 1/100th Gold Piece (Gp).

bd bit
Cp Sp
Gp
Gems

Provisions

WATER (○ =)
○○○○○○○○○○○○○○○○○○○○

RATIONS (○ =)
○○○○○○○○○○○○○○○○○○○○

○○○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○○○

LIGHT LOAD <input style="width:95%; height: 20px;" type="text"/>	MEDIUM LOAD <input style="width:95%; height: 20px;" type="text"/>	HEAVY LOAD <input style="width:95%; height: 20px;" type="text"/>
LIFT OVER HEAD <input style="width:95%; height: 20px;" type="text"/>	LIFT OFF GROUND <input style="width:95%; height: 20px;" type="text"/>	PUSH OR DRAG <input style="width:95%; height: 20px;" type="text"/>
EQUALS MAX LOAD	2 X MAX LOAD <small>Quadruped?</small>	5 X MAX LOAD

Gear	WT.	Gear	WT.	Gear	WT.
<input style="width:100%; height: 100%;" type="text"/>	<input style="width:100%; height: 100%;" type="text"/>	<input style="width:100%; height: 100%;" type="text"/>	<input style="width:100%; height: 100%;" type="text"/>	<input style="width:100%; height: 100%;" type="text"/>	<input style="width:100%; height: 100%;" type="text"/>
TOTAL WEIGHT CARRIED					

Special Abilities / Feats

<input style="width:95%; height: 95%;" type="text"/>	<input style="width:95%; height: 95%;" type="text"/>
<input style="width:95%; height: 95%;" type="text"/>	<input style="width:95%; height: 95%;" type="text"/>
<input style="width:95%; height: 95%;" type="text"/>	<input style="width:95%; height: 95%;" type="text"/>
<input style="width:95%; height: 95%;" type="text"/>	<input style="width:95%; height: 95%;" type="text"/>
<input style="width:95%; height: 95%;" type="text"/>	<input style="width:95%; height: 95%;" type="text"/>
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<input style="width:95%; height: 95%;" type="text"/>	<input style="width:95%; height: 95%;" type="text"/>
<input style="width:95%; height: 95%;" type="text"/>	<input style="width:95%; height: 95%;" type="text"/>
<input style="width:95%; height: 95%;" type="text"/>	<input style="width:95%; height: 95%;" type="text"/>
<input style="width:95%; height: 95%;" type="text"/>	<input style="width:95%; height: 95%;" type="text"/>

DC MODIFIER	SPELL	POWER
LEVEL	BONUS SPELLS	SPELLS PER DAY
0	0	
1st		
2nd		
3rd		
4th		
5th		
6th		
7th		
8th		
9th		

NUMBER OF SPELLS KNOWN

0	<input style="width:80%;" type="text"/>	5th	<input style="width:80%;" type="text"/>
1st	<input style="width:80%;" type="text"/>	6th	<input style="width:80%;" type="text"/>
2nd	<input style="width:80%;" type="text"/>	7th	<input style="width:80%;" type="text"/>
3rd	<input style="width:80%;" type="text"/>	8th	<input style="width:80%;" type="text"/>
4th	<input style="width:80%;" type="text"/>	9th	<input style="width:80%;" type="text"/>

Defiling CORRUPTION NUMBER OF DEFILING TAINTED OR DEFILER?

The Way PSIONICS POWER POINTS POWERS KNOWN

The Will WILD TALENT WILD / HIDDEN TALENT

Other Features
Domains, Speciality School (Prohibited Schools), Sorcerer-King, Primary Discipline, etc.

Languages

<input style="width:95%; height: 20px;" type="text"/>	SPEAK	LITERACY	<input type="checkbox"/>
<input style="width:95%; height: 20px;" type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input style="width:95%; height: 20px;" type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input style="width:95%; height: 20px;" type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input style="width:95%; height: 20px;" type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input style="width:95%; height: 20px;" type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input style="width:95%; height: 20px;" type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input style="width:95%; height: 20px;" type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Notes



Initial languages = Common (Trader) + racial languages + Int bonus.
Speak Language = 1 skill point / Literacy = 1 skill point.