# SKILLS

| UNTRAINED | CS | TOTAL | ABILITY | RANKS | MISC | MISC / SYNERGY |
|---|---|---|---|---|---|---|
| **APPRAISE** | | = | INT | | | |
| **BALANCE** | | = | DEX | | − | |
| **BLUFF** | | = | CHA | | | |
| **CLIMB** | | = | STR | | − | |
| **CONCENTRATE** | | = | CON | | | |
| **CRAFT** _____ | | = | INT | | | |
| **DIPLOMACY** | | = | CHA | | | |
| **DISGUISE** | | = | CHA | | | |
| **ESCAPE ARTIST** | | = | DEX | | − | |
| **FORGERY** | | = | INT | | | |
| **GATHER INFO** | | = | CHA | | | |
| **HEAL** | | = | WIS | | | |
| **HIDE** | | = | DEX | | − | |
| **INTIMIDATE** | | = | CHA | | | |
| **JUMP** | | = | STR | | − | |
| **LISTEN** | | = | WIS | | | |
| **MOVE SILENTLY** | | = | DEX | | − | |
| **RIDE** | | = | DEX | | | |
| **SEARCH** | | = | INT | | | |
| **SENSE MOTIVE** | | = | WIS | | | |
| **SPOT** | | = | WIS | | | |
| **SURVIVAL** | | = | WIS | | | |
| **SWIM** | | = | STR | | -- | |
| **USE ROPE** | | = | DEX | | | |

− armor check penalty applies    -- double penalty

**TRAINED ONLY**

| | | | |
|---|---|---|---|
| _____ | | = | |
| _____ | | = | |
| _____ | | = | |
| _____ | | = | |
| _____ | | = | |
| _____ | | = | |
| _____ | | = | |
| _____ | | = | |
| _____ | | = | |
| _____ | | = | |
| _____ | | = | |

**CLASS LEVELS**

**RACE & HIT DICE**

**PATRON / RELIGION**       **SIZE**       **AGE**       **ORIGIN / BIRTH DATE**

**GENDER**       **HEIGHT**       **WEIGHT**       **EYES**       **HAIR**       **SKIN**

**EXPERIENCE POINTS**       **PLAYER**       **CAMPAIGN**

## ABILITY SCORES

| | NATURAL SCORE | | INHERENT BONUS/DRAIN | ENHANCEMENT | DAMAGE | | SCORE | MODIFIER | |
|---|---|---|---|---|---|---|---|---|---|
| STRENGTH | | + | | | | = | | | **STR** |
| DEXTERITY | | + | | | | = | | | **DEX** |
| CONSTITUTION | | + | | | | = | | | **CON** |
| INTELLIGENCE | | + | | | | = | | | **INT** |
| WISDOM | | + | | | | = | | | **WIS** |
| CHARISMA | | + | | | | = | | | **CHA** |

## HIT POINTS

| TOTAL | TEMPORARY | WOUNDS | NONLETHAL | DAMAGE REDUCTION |
|---|---|---|---|---|
| | | | | |

## SAVING THROWS

| | | | CLASS 1 | CLASS 2 | CLASS 3 | | ABILITY | MAGIC | TEMP/MISC | CONDITIONALS |
|---|---|---|---|---|---|---|---|---|---|---|
| FORTITUDE | | = | | | | + | CON | | | |
| REFLEX | | = | | | | + | DEX | | | |
| WILL | | = | | | | + | WIS | | | |

## ARMOR

| | = 10 + | ARMOR | SHIELD | DEX | SIZE | NATURAL ARMOR | DEFLECTION | MISC |
|---|---|---|---|---|---|---|---|---|
| **ARMOR CLASS** | | | | | | | | |

| FLAT-FOOTED | | TOUCH | | MISS CHANCE | | SPELL RESISTANCE | |
|---|---|---|---|---|---|---|---|

| **ARMOR** | | | | |
|---|---|---|---|---|
| | AC BONUS | MAX DEX | CHECK PENALTY | ARCANE FAILURE | SPEED / RUN × |

| **SHIELD** | | | |
|---|---|---|---|
| | AC BONUS | MAX DEX | CHECK PENALTY | ARCANE FAILURE |

## EQUIPMENT

| SLOT | | WT | REFERENCE |
|---|---|---|---|
| HELM | | | |
| MASK | | | |
| AMULET | | | |
| CLOAK | | | |
| VEST | | | |
| ARMOR | | | |
| BRACERS | | | |
| GLOVES | | | |
| RING | | | |
| RING | | | |
| BELT | | | |
| BOOTS | | | |

| CONTAINER | LOAD | MAX | VOLUME | WT | REFERENCE |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |

| WEIGHT ON SELF | | ON OTHERS | |
|---|---|---|---|

## FOLLOWERS & BEASTS

| NAME & RACE | | CLASS LEVELS | HIT DICE | HIT POINTS |
|---|---|---|---|---|
| | | | | |

| INIT | SPEED | ARMOR | ATTACK | STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|---|---|---|---|

| NAME & RACE | | CLASS LEVELS | HIT DICE | HIT POINTS |
|---|---|---|---|---|
| | | | | |

| INIT | SPEED | ARMOR | ATTACK | STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|---|---|---|---|

| NAME & RACE | | CLASS LEVELS | HIT DICE | HIT POINTS |
|---|---|---|---|---|
| | | | | |

| INIT | SPEED | ARMOR | ATTACK | STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|---|---|---|---|

# EQUIPMENT

| | LOCATION | WT | REFERENCE |
|---|---|---|---|
| | | | |

MONEY

# MOVEMENT

| | MEDIUM | HEAVY | MAX | LIFT OFF GROUND | PUSH OR DRAG | CURRENT LOAD |
|---|---|---|---|---|---|---|
| **LOADS** (PHB 162) | | | | | | |

| | MAX DEX | CHECK PENALTY | SPEED | RUN × | BASE ATTACK BONUS | | CLASS 1 | CLASS 2 | CLASS 3 |
|---|---|---|---|---|---|---|---|---|---|
| **LIMITS** DUE TO LOAD OR ARMOR | | | | | | = | | | |

| | BASE SPEED | CURRENT | HUSTLE | RUN | INITIATIVE | | DEX | | MISC |
|---|---|---|---|---|---|---|---|---|---|
| **SPEEDS** WALK | | | | | | = | | + | |
| OTHER MODE | | | | | | | | | |

OTHER STATS

# ATTACKS

| WEAPON | | | | |
|---|---|---|---|---|
| ATTACK BONUS | DAMAGE | CRITICAL | RANGE | TYPE / SIZE |

| WEAPON | | | | |
|---|---|---|---|---|
| ATTACK BONUS | DAMAGE | CRITICAL | RANGE | TYPE / SIZE |

| WEAPON | | | | |
|---|---|---|---|---|
| ATTACK BONUS | DAMAGE | CRITICAL | RANGE | TYPE / SIZE |

| WEAPON | | | | |
|---|---|---|---|---|
| ATTACK BONUS | DAMAGE | CRITICAL | RANGE | TYPE / SIZE |

| WEAPON | | | | |
|---|---|---|---|---|
| ATTACK BONUS | DAMAGE | CRITICAL | RANGE | TYPE / SIZE |

# ABILITIES & FEATS

# SPELLS

| SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS | TOTAL | # KNOWN |
|---|---|---|---|---|---|
| | 0 | | | | |
| | 1 | | | | |
| | 2 | | | | |
| | 3 | | | | |
| | 4 | | | | |
| | 5 | | | | |
| | 6 | | | | |
| | 7 | | | | |
| | 8 | | | | |
| | 9 | | | | |

**SAVE MOD**      **ABILITY**   **MISC**

= 10 +

# LANGUAGES & PROFICIENCIES