

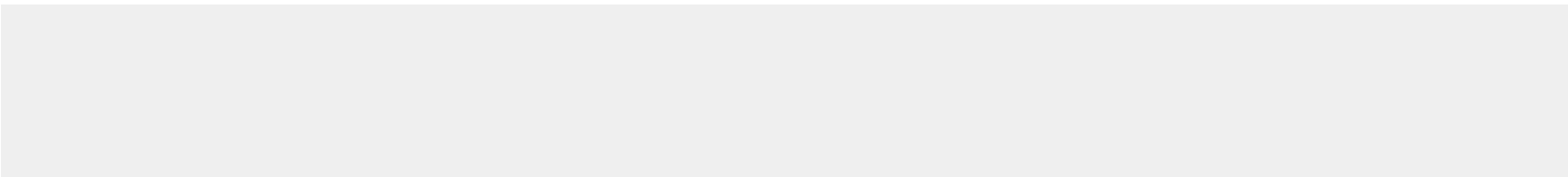
SKILLS

8

UNTRAINED	CS	TOTAL	ABILITY	RANKS	TRAINED BONUS	MISC	MISC
ACROBATICS			= DEX			—	
APPRAISE			= INT				
BLUFF			= CHA				
CLIMB			= STR			—	
CRAFT			= INT				
CRAFT			= INT				
DIPLOMACY			= CHA				
DISGUISE			= CHA				
ESCAPE ARTIST			= DEX			—	
FLY			= DEX			—	
HEAL			= WIS				
INTIMIDATE			= CHA				
PERCEPTION			= WIS				
PERFORM			= CHA				
RIDE			= DEX			—	
SENSE MOTIVE			= WIS				
STEALTH			= DEX			—	
SURVIVAL			= WIS				
SWIM			= STR			—	

— armor check penalty applies to all DEX and STR checks

TRAINED ONLY							
			=				
			=				
			=				
			=				
			=				
			=				
			=				
			=				
			=				
			=				
			=				
			=				
			=				
			=				
			=				
			=				



CLASS LEVELS

RACE & HIT DICE

PATRON / RELIGION

SIZE

AGE

ORIGIN / BIRTH DATE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN

EXPERIENCE POINTS

PLAYER

CAMPAIGN

2

ABILITY SCORES

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

POINTS

HIT POINTS	TEMPORARY	WOUNDS	NONLETHAL	DAMAGE REDUCTION	VARIANT POINTS

SAVING THROWS

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

ARMOR

= 10 +

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

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EQUIPMENT

SLOT		WT	REFERENCE
HELM			
BAND			
MASK			
AMULET			
CLOAK			
ROBE			
SHIRT			
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		

[illegible]

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MOVEMENT

COMBAT MANEUVERS

ATTACKS

WEAPON					
	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE / SIZE

ABILITIES & FEATS

[illegible]

LANGUAGES & PROFICIENCIES

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

[illegible]