

Character: \_\_\_\_\_ Player: \_\_\_\_\_  
 Class(es): \_\_\_\_\_ Level(s): \_\_\_\_\_  
 Starting Occupation: \_\_\_\_\_ Race: \_\_\_\_\_  
 Gender: \_\_\_\_\_ Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_  
 Birthplace: \_\_\_\_\_ Date of Birth: \_\_\_\_\_  
 Family: \_\_\_\_\_ Residence: \_\_\_\_\_



**ABILITIES**

|      | MODIFIER             | TEMP SCORE           | TEMP MOD             |
|------|----------------------|----------------------|----------------------|
| STR- | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| DEX- | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| CON- | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| INT- | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| WIS- | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| CHA- | <input type="text"/> | <input type="text"/> | <input type="text"/> |

REPUTATION-

**HIT POINTS**

CURRENT  MAX

HD-

ACTION POINTS-

**SKILLS**

MAX RANKS = LVL+3(2) CC TOTAL ABILITY RANKS MISC 1 MISC 2

|                    |     |  |     |  |  |  |
|--------------------|-----|--|-----|--|--|--|
| Balance            | [ ] |  | DEX |  |  |  |
| Bluff              | [ ] |  | CHA |  |  |  |
| Climb              | [ ] |  | STR |  |  |  |
| Computer Use       | [ ] |  | INT |  |  |  |
| Concentration      | [ ] |  | CON |  |  |  |
| Craft (_____)      | [ ] |  | INT |  |  |  |
| Craft (_____)      | [ ] |  | INT |  |  |  |
| Craft (_____)      | [ ] |  | INT |  |  |  |
| Decipher Script ^  | [ ] |  | INT |  |  |  |
| Demolition ^       | [ ] |  | INT |  |  |  |
| Diplomacy          | [ ] |  | CHA |  |  |  |
| Disable Device ^   | [ ] |  | INT |  |  |  |
| Disguise           | [ ] |  | CHA |  |  |  |
| Drive              | [ ] |  | DEX |  |  |  |
| Escape Artist *    | [ ] |  | DEX |  |  |  |
| Forgery            | [ ] |  | INT |  |  |  |
| Gamble             | [ ] |  | WIS |  |  |  |
| Gather Information | [ ] |  | CHA |  |  |  |
| Handle Animal ^    | [ ] |  | CHA |  |  |  |
| Hide *             | [ ] |  | DEX |  |  |  |
| Intimidate         | [ ] |  | CHA |  |  |  |
| Investigate ^      | [ ] |  | INT |  |  |  |
| Jump *             | [ ] |  | STR |  |  |  |
| Knowledge (_____)  | [ ] |  | INT |  |  |  |
| Knowledge (_____)  | [ ] |  | INT |  |  |  |
| Knowledge (_____)  | [ ] |  | INT |  |  |  |
| Listen             | [ ] |  | WIS |  |  |  |
| Move Silently *    | [ ] |  | DEX |  |  |  |
| Navigate           | [ ] |  | INT |  |  |  |
| Perform (_____)    | [ ] |  | CHA |  |  |  |
| Perform (_____)    | [ ] |  | CHA |  |  |  |
| Perform (_____)    | [ ] |  | CHA |  |  |  |
| Pilot ^            | [ ] |  | DEX |  |  |  |
| Profession         | [ ] |  | WIS |  |  |  |
| Repair ^           | [ ] |  | INT |  |  |  |
| Research           | [ ] |  | INT |  |  |  |
| Ride               | [ ] |  | DEX |  |  |  |
| Search             | [ ] |  | INT |  |  |  |
| Sense Motive       | [ ] |  | WIS |  |  |  |
| Sleight of Hand ^  | [ ] |  | DEX |  |  |  |
| Spot               | [ ] |  | WIS |  |  |  |
| Survival           | [ ] |  | WIS |  |  |  |
| Swim *             | [ ] |  | STR |  |  |  |
| Treat Injury       | [ ] |  | WIS |  |  |  |
| Tumble ^ *         | [ ] |  | DEX |  |  |  |
| _____              | [ ] |  |     |  |  |  |

**DEFENSE**

TOTAL  = 10 + CLASS  + ITEMS  + DEX  + SIZE  + MISC  + TEMP

ARMOR WORN

MAX DEX  PENALTY

**SAVING THROWS**

|                           | TOTAL                | CLASS BASE           |                      | ---MODIFIERS---      |                      |                      |
|---------------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
|                           |                      | A                    | B                    | ABILITY              | MISC 1               | MISC 2               |
| FORTITUDE<br>CONSTITUTION | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| REFLEF<br>DEXTERITY       | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| WILL<br>WISDOM            | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

**INITIATIVE**

TOTAL  DEX  MISC

SPEED- BASE  MODIFIED

**ATTACK ROLLS**

|                     | TOTAL                | MULTIPLE ATKS        |                      | CLASS BASE           |                      | ---MODIFIERS---      |                      |                      |                      |
|---------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
|                     |                      | 2ND                  | 3RD                  | A                    | B                    | ABILITY              | SIZE                 | MISC 1               | MISC 2               |
| MELEE<br>STRENGTH   | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| RANGED<br>DEXTERITY | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| GRAPPLE<br>STRENGTH | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

**ATTACKS**

| Attack               | Atk Mod              | Dmg                  | Crit                 | Range                | Type                 | Size                 |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Notes/Ammo           |                      |                      |                      |                      |                      |                      |
| Attack               | Atk Mod              | Dmg                  | Crit                 | Range                | Type                 | Size                 |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Notes/Ammo           |                      |                      |                      |                      |                      |                      |

**DEFENSES**

| Defense              | Bonus                | Type                 | Prof?                | MaxDex               | Pen.                 | Spd                  |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Defense              | Bonus                | Type                 | Prof?                | MaxDex               | Pen.                 | Spd                  |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Notes                |                      |                      |                      |                      |                      |                      |

^ Cannot be used untrained - \* Armor check penalty applies





CHARACTER DESCRIPTION

Character Name: \_\_\_\_\_

Character Sketch

Description: \_\_\_\_\_

Personality: \_\_\_\_\_

Quote(s): \_\_\_\_\_

Contacts/Friends/Allegiances: \_\_\_\_\_

Enemies: \_\_\_\_\_



BACKGROUND & NOTES

Multiple horizontal lines for writing background and notes.

