

Class _____ Race _____ Level _____ XP _____ Speed _____

DESCRIPTION				
Height _____	Weight _____	Age _____	Gender _____	Build _____
Hair _____	Eyes _____	Skin _____	Facial Hair _____	
Distinguishing Marks _____				
Other _____				

ATTRIBUTES				HIT POINTS	
	Score	Mod			
Strength			Attack & Damage Modifier	Max Weight	
Dexterity			Ranged Attack Modifier	Defense Modifier	
Constitution			Fortitude Modifier	Shock Survival	
Intelligence			Bonus Lng Bonus Spells Max Spells/Level Learn Spell Max Spell Level		
Wisdom			Will Save Modifier Bonus Spells Spell Immunities		
Charisma			Max Henchmen Influence Modifier		
					Hit Points Max Current Special Wounds or Conditions

SAVING THROWS	ATT BASE + MOD = TOTAL			AC CONDITION	ARMOR BASE + AC ADJ	SHIELD + AC ADJ	DEX + ADJ	ADD'T'L + BONUS	ARMOR CLASS
FORTITUDE (Petrification, Paralysis, etc.)				Normal	10				
REFLEX (Breath Weapon, <i>fireball</i> , etc.)				Flat-footed	10		N/A		
WILL (Mind-Affecting Spells, etc.)				Rear	10	N/A	N/A		
				Touch	10	N/A	N/A		
ARMOR TYPE					SHIELD				

WEAPON	# OF ATT	INIT MOD	BASE TO HIT	STR + BONUS	ADD'T'L + BONUS	d20 MOD	DAMAGE	RANGE	SIZE	TYPE

NONWEAPON PROFICIENCY	LEVEL OF PROFICIENCY	ATT MOD	PROF + BONUS	ADD'T'L + MODS	d20 MOD	NONWEAPON PROFICIENCY	LEVEL OF PROFICIENCY	ATT MOD	PROF + BONUS	ADD'T'L + MODS	d20 MOD

WEAPON PROFICIENCIES			

GEAR & ITEMS List Item, Location & Weight		Total Weight	TREASURE
			Copper _____
			Silver _____
			Gold _____
			Gems & Misc. _____

IMPORTANT COMPANIONS & CONTACTS	

SPELLS		
Spells Known Per Level		
1 _____	4 _____	7 _____
2 _____	5 _____	8 _____
3 _____	6 _____	9 _____
Specialty/Sphere _____		
Other _____		

LANGUAGES

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