

PLAYER _____
LEVEL _____
ALLEGIANCE _____
HOMELAND _____
CAMPAIGN _____



HIT POINTS

SKILLS

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

- APPRAISE
- BALANCE
- BLUFF
- CLIMB
- CONCENTRATION
- CRAFT
- DECIPHER SCRIPT
- DIPLOMACY
- DISABLE DEVICE

CLASS	TOTAL	ABILITY	RANKS	MISCELLANEOUS MODIFIERS
SKILL				

[illegible]

MODIFIERS

ARMOUR



CLASS

MODIFIERS

=10+

ARMOUR	SHIELD	DEX	SIZE	NATURAL	MISCELLANEOUS
		DEX			

☐
 PROF. LIGHT

☐
 PROF. MEDIUM

☐
 PROF. HEAVY

☐
 PROF. SHIELD

ARMOUR WORN

- AC WHEN
FLAT FOOTED
- AC VS TOUCH
ATTACKS
- MISS CHANCE
- ARMOUR
CHECK PENALT
- MAX DEXTERITY
BONUS
- ARCANE SPELL
FAILURE
- SPELL
RESISTANCE

SAVING THROWS

	CLASS BASE					MODIFIERS		
	TOTAL	1	2	3	4	ABILITY	MAGIC	MISC
FORT						CON		
REF						DEX		
WILL						WIS		

INITIATIVE

TOTAL	DEX	MISC
	DEX	
	BASE	MODIFIED
SPEED		

	MULTIPLE ATTACKS				CLASS BASE				MODIFIERS		
	TOTAL	2ND	3RD	4TH	1	2	3	4	ABILITY	SIZE	MISCELLANEOUS
MELEE									STR		
RANGED									DEX		
GRAPPLE									STR		
FLURRY OF BLOWS									STR		

ADDITIONAL MODIFIERS

PROF. SIMPLE ☐ PROF. MARTIAL ☐ PROF. EXOTIC ☐

WEAPONS

WEAPON	ATTACK BONUS	DAMAGE S/M	CRITICAL	RANGE	TYPE	SIZE
NOTES						

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NOTES						

■ DENOTES SKILL CAN BE USED UNTRAINED *ARMOUR CHECK PENALTY APPLIES (SWIM=PENALTYX2)



SPELLS

SPELLS, POWERS & MAGIC ITEMS

		SPELLS PER DAY	BONUS SPELLS	#SPELLS KNOWN
	0		0	
	1 ST			
	2 ND			
	3 RD			
	4 TH			
	5 TH			
	6 TH			
	7 TH			
	8 TH			
	9 TH			

SPELL SAVE		MODIFIERS	
DC MOD		ABILITY	MISC
	=10+		

A pencil sketch of a person in a dynamic pose, possibly a dancer or athlete, wearing a headpiece and a garment with a circular emblem. The drawing is on lined paper.[illegible]

EQUIPMENT

MONEY

[illegible]

CP-

SP-

GP-

PP-

GEMS-

OTHER-

EXPERIENCE

CURRENT:

XP NEEDED FOR NEXT LEVEL:

MOVEMENT & LIFTING

WALK	HUSTLE	RUN
=BASE SPEED	=X2 BASE SPEED	=X4 BASE SPEED
LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
= MAX LOAD	= 2X MAX LOAD	= 5X MAX LOAD

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	-3	X4
HEAVY		+1	-6	X3

SPECIAL ABILITIES & FEATS

[illegible]

7 Time to go

LANGUAGES

[illegible]