CLASS:	SEX:	
LEVEL: CHARACTER NAME DAGE.	AGE:	
PATRON DEITY: RACE: ALIGNMENT:	BIRTH DATE: SIZE:	
PLACE OF ORIGIN:	HEIGHT:	
LANGUAGES: LITERATE?		,
	HAIR:	
ABILITIES: SAVES: TOTAL A B C D ABILITYMAGIC MISC MISC	EYES:	
SCORE MOD Fortitude—	SKIN:	
STR STRENGTH Reflex—	HANDEDNESS: CHAI	RACTER SKETCH/SYMBOL
DEV D	SKILLS:	MAX RANKS = LVL+3(/2) BILITY RANKS MISC MISC MISC
DEXTERITY Will— WIS WIS	☐ APPRAISE ■ INT	BILITY RANKS MISC MISC MISC
CON MISCELLANEOUS DIE ADJUSTMENTS	☐ BALANCE ■ DEX*	
CONSTITUTION +/- CONDITION IN IT:	☐ BLUFF ■ CHA	
INT INTELLIGENCE	☐ CLIMB ■ STR*	
WIS	☐ CONCENTRATION ■ CON	
WISDOM	☐ CRAFT ■ INT	
CHA CHARISMA	☐ DIPLOMACY ■ CHA	
TOTAL DEV. FEAT MISC	-	
COMBAT: ARMOR SHIELD DEX SIZE NATURAL MISC MISC INITIATIVE DEX DEX DEX DEX DEX DEX DEX D	☐ DISGUISE ■ CHA	
= 10 + DEX BONUS ARMOR PENALTY	☐ ESCAPE ARTIST ■ DEX*	
FLAT- VS. TOUCH MISS ARCANE SPELL	☐ FORGERY ■ INT	
AC FOOTED ATTACKS CHANCE FAILURE RESISTANCE	☐ GATHER INFORMATION ■ CHA	
	HANDLE ANIMAL CHA	
HIT POINTS SUBDUAL DAMAGE	☐ HEAL ■ WIS ☐ DEX*	
CON BONUS CON DAMAGE REDUCTION TOUGHNESS DIE TYPE HEALING RATE	☐ INTIMIDATE ■ DEX* ☐ CHA	
MULTIPLE ATTACKS CLASS BASE MODIFIERS	□ IIIMD = CTD*	
TOTAL 2ND 3RD 4TH 5TH A B C D ABILITY SIZE MISC MISC	☐ KNOWLEDGE INT	
MISSILE ATTACK -5 -10 -15 DEX	☐ KNOWLEDGE INT	
GRAPPLE ATTACK -5 -10 -15 STR	☐ KNOWLEDGE INT	
MONK FLURRY OF BLOWS STR	☐ KNOWLEDGE INT	
WEAPONS:	"☐ LISTEN ■ WIS	
ATTACK BONUSES WEAPON IN HAND	_ Š□ MOVE SILENTLY ■ DEX* S□ OPEN LOCK DEX	
WEAPON MAGIC MISC 1ST 2ND 3RD 4TH DAMAGE CRITICAL RANGE TYPE SIZE	© PERFORM ■ CHA	
NOTES	□ PERFORM ■ CHA	
	☐ PERFORM ■ CHA	
NOTES	☐ PROFESSION WIS	
	☐ RIDE ■ DEX	
NOTES	☐ SEARCH ■ INT	
	☐ SENSE MOTIVE ■ WIS ☐ USLEIGHT OF HAND DEX*	
NOTES	☐ SPELLCRAFT INT	
CLASS & RACIAL ABILITIES FEATS	□ SPOT ■ WIS	
	□ SURVIVAL ■ WIS	
	☐ SWIM ■ STR*	
	☐ TUMBLE DEX*	
- <u></u> <u></u>	USE MAGIC DEVICE CHA	
	USE ROPE ■ DEX	
	- 🖁 — 🔠 🖠	
	- 5	
	- 5	
S. F. J. W.	- 0	
WATER CO. I. F. I. E. I.		
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ACER GAMES WCERGAMES.COM S. IST ID ITION FELL BARRIED AND AND FELL BARRIED AND AND AND AND AND AND AND AND AND AN		
H. F.	■ CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALI	TY APPLIES (DOUBLE FOR SWIM)
A A A A A A A A A A A A A A A A A A A	PROFICIENCIES WEADONS O SIMPLE O MAPTIAL ADMODED LIGHT OF	MEDIUM DEMOV CURE DO
ROMAN NU NCROMAN NU INSTRUMENTAL ROMAN NU INSTRUMENTAL ROMAN NU INSTRUMENTAL ROMAN	WEAPONS: ☐ SIMPLE ☐ MARTIAL ARMOR: ☐ LIGHT ☐ M	TEMON G REAVY G SHIELDS
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			POSSESSI	ONS:			
ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION WT
					Н		
					Н		
					Н		
MOVEMENT & HUSTLE RUN	SPECIAL E	NCUI	MBRANCE: TOTAL WEIGHT	AN	IMUN	ITION AND SUPPLIES:	I
			CARRIED MAX	ENC			
= 2 × BASE = 4 × BASE LIFT OVER LIFT OFF	DUCH OD		LOAD CAPACITY DEX	PEN RUN			
HEAD GROUND	DRAG		LIGHT NORM I IEDIUM +3	NORM NORM -3 ×4 —			
BASE SPEED (WALK) = MAX LOAD = 2 × MAX	= 5 × MAX		HEAVY +1	-6 ×3			
WEALTH: COPPER-			GEMS-			EXPERIENCE POINTS:	
SILVER-			JEWELS-				
GOLD-			MISCELLANEOUS-				
PLATINUM-						NEXT LI	EVEL GOAL
SPELLS	Z,						
SPELL SAVE DC LEVEL SPELLS/ BONUS SPEL DAY SPELLS KNOW	LS		——————————————————————————————————————				
SAVE DC LEVEL DAY SPELLS KNOW	WN /						
1 ST							
2 ND			/				
3 RD			/_			/_	
4 TH 5 TH							
6 TH	1 /						
7 TH							
8 TH	_						
9 TH	_		——————————————————————————————————————				
SPELL SAVE DC MOD ABILITY MISC MISC	. /						
= 10 +							
TURN UNDEAD:		70.335	aryon Nuy -				
TURNING TIMES/	- ⊘ ′ M	AGIC	ITEMS CONTROL —				
CHECK DAY CHARK	SMA COX	, m					
TOTAL CHA LEVI							
DMG = 2d6 +							
NOTEC							
NOTES:							
DI AVED MAME			DATE CHARACTER RECAN			CAMDAICN	
PLAYER NAME:	ρ		DATE CHARACTER BEGAN:			CAMPAIGN:	
WILL: I do here	Бу						