

Character _____ Player _____
 Class _____ Level _____
 Race _____ Subrace _____ Alignment _____
 Patron Deity/Religion _____
 Country of Origin _____ Province/State _____
 Residence _____



ABILITY SCORES

STRENGTH
 DEXTERITY
 CONSTITUTION
 INTELLIGENCE
 WISDOM
 CHARISMA
 SANITY

SCORE	MOD	TEMP SCORE	TEMP MOD

HIT POINTS

MAX

DMG REDUCTION

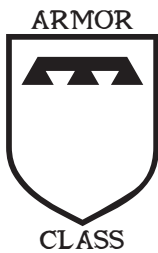
CURRENT

HEALING RATE

MASSIVE DMG THRESHOLD

DIE TYPE (S)

ARMOR



ARMOR = 10 +

MODIFIERS: ARMOR, SHIELD, DEX, NATURAL, MISC 1, MISC 2

AC WHEN FLATFOOTED

AC V. TOUCH ATTACKS

MISS CHANGE

MAX DEX BONUS

ARMOR CHECK PENALTY

ARCANE SPELL FAILURE

SPELL RESISTANCE

ARMOR WORN / ADDITIONAL MODIFIERS

SAVING THROWS

	TOTAL	CLASS BASE				MODIFIERS		
		1	2	3	4	ABILITY	MAGIC	MISC
FORTITUDE								
REFLEX								
WILL								

INITIATIVE

TOTAL

DEX

MISC

BASE

MODIFIED

SPEED

ATTACK ROLLS

	TOTAL	MULTIPLE ATTACKS				CLASS BASE				MODIFIERS			
		2 nd	3 rd	4 th	5 th	1	2	3	4	ABILITY	SIZE	Misc 1	Misc 2
MELEE													
RANGED													
GRAPPLE													
FLURRY OF BLOWS													

ADDITIONAL MODIFIERS

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES	<input type="text"/>					
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES	<input type="text"/>					
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES	<input type="text"/>					
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES	<input type="text"/>					
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES	<input type="text"/>					

SKILLS

- APPRAISE ■
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- COOKING ■
- CRAFT ■
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- DRAGON HANDLING
- DRAGON LORE
- ESCAPE ARTIST ■
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■
- INTIMIDATE ■
- JUMP ■
- KNOWLEDGE ()
- KNOWLEDGE ()
- KNOWLEDGE ()
- KNOWLEDGE ()
- KNOWLEDGE ()
- LISTEN ■
- MOVE SILENTLY ■
- OPEN LOCK
- PERFORM ()
- PERFORM ()
- PERFORM ()
- PROFESSION ()
- RIDE ■
- SEARCH ■
- SEDUCTION ■
- SENSE MOTIVE ■
- SLEIGHT OF HAND
- SPELLCRAFT
- SPOT ■
- STAR READING ■
- SURVIVAL ■
- SWIM ■
- TACTICS
- TUMBLE
- USE MAGIC DEVICE
- USE ROPE ■
- WITCHCRAFT

CLASS SKILL TOTAL ABILITY RANKS MISC 1 MISC 2

CLASS SKILL	TOTAL	ABILITY	RANKS	MISC 1	MISC 2
INT					
DEX*					
CHA					
STR*					
CON					
INT					
INT					
CHA					
INT					
CHA					
WIS					
INT					
DEX*					
INT					
CHA					
CHA					
WIS					
DEX*					
CHA					
STR*					
INT					
INT					
INT					
INT					
INT					
WIS					
DEX*					
DEX					
CHA					
CHA					
CHA					
WIS					
DEX*					
INT					
CHA					
WIS					
WIS					
STR*					
INT					
DEX*					
CHA					
DEX					
INT					

■ DENOTES SKILL CAN BE USED UNTRAINED - * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES

WEAPONS: □ SIMPLE □ MARTIAL ARMOR: □ LIGHT □ MEDIUM □ HEAVY □ SHIELDS

MAGIC ITEMS

KNOWN SPELLS

SPELLS

SPELL SAVE DC	LEVEL	CHA	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1 ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2 ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3 RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4 TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5 TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6 TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7 TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8 TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9 TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD = 10 +
 - MODIFIERS -
 ABILITY MISC

SCHOOL OF SPECIALIZATION

PROHIBITED SCHOOLS

TURN UNDEAD

TIMES/DAY = 3 + CHA MODIFIERS LEVEL MISC

CHECK =

DAMAGE + 2d6 =

MOST POWERFUL UNDEAD AFFECTED (HIT DICE)

0 OR LESS	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22+
-4	-3	-2	-1		+1	+2	+3	+4

HENCHMEN/MOUNTS/FAMILIARS/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA	SAN
NOTES														
NOTES														
NOTES														
NOTES														

CHARACTER NAME	AGE	SEX
DESCRIPTION	BIRTH DATE	SIZE
	HEIGHT	WEIGHT
	HAIR	EYES
	SKIN TONE	HANDEDNESS L A R

Personality

Character Traits

Character Flaws

Bloodline

Contacts/Friends

Enemies

Battlecry

Usual Quote(s)

Family Member Details

CHARACTER SKETCH



BACKGROUND & NOTES