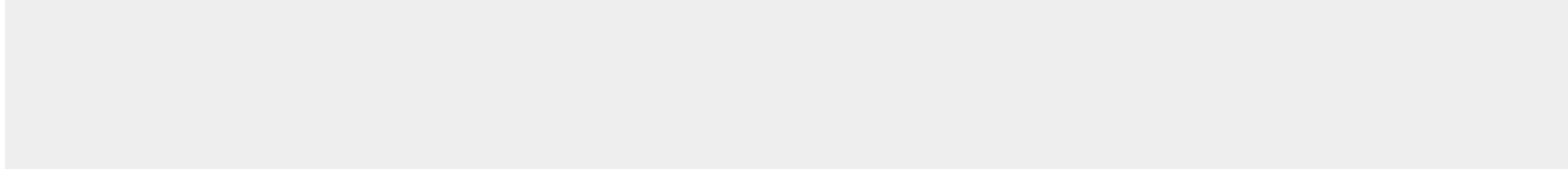


SKILLS

UNTRAINED	CS	TOTAL	ABILITY	RANKS	TRAINED BONUS	MISC	MISC
ACROBATICS		=	DEX			-	
APPRAISE		=	INT				
BLUFF		=	CHA				
CLIMB		=	STR			-	
CRAFT _____		=	INT				
CRAFT _____		=	INT				
DIPLOMACY		=	CHA				
DISGUISE		=	CHA				
ESCAPE ARTIST		=	DEX			-	
FLY		=	DEX			-	
HEAL		=	WIS				
INTIMIDATE		=	CHA				
PERCEPTION		=	WIS				
PERFORM _____		=	CHA				
RIDE		=	DEX			-	
SENSE MOTIVE		=	WIS				
STEALTH		=	DEX			-	
SURVIVAL		=	WIS				
SWIM		=	STR			-	

- armor check penalty applies to all DEX and STR checks

TRAINED ONLY	CS	TOTAL	ABILITY	RANKS	TRAINED BONUS	MISC	MISC
		=					
		=					
		=					
		=					
		=					
		=					
		=					
		=					
		=					
		=					
		=					
		=					
		=					
		=					
		=					
		=					
		=					
		=					



CLASS LEVELS RACE & HIT DICE

PATRON / RELIGION SIZE AGE ORIGIN / BIRTH DATE

GENDER HEIGHT WEIGHT EYES HAIR SKIN

EXPERIENCE POINTS PLAYER CAMPAIGN

ABILITY SCORES

2

	NATURAL SCORE		INHERENT BONUS/DRAIN	ENHANCEMENT	DAMAGE	=	SCORE	MODIFIER	
STRENGTH		+				=			STR
DEXTERITY		+				=			DEX
CONSTITUTION		+				=			CON
INTELLIGENCE		+				=			INT
WISDOM		+				=			WIS
CHARISMA		+				=			CHA

POINTS

HIT POINTS	TEMPORARY	WOUNDS	NONLETHAL	DAMAGE REDUCTION	VARIANT POINTS

SAVING THROWS

		CLASS 1	CLASS 2	CLASS 3	+	ABILITY	MAGIC	TEMP/MISC	CONDITIONALS
FORTITUDE					+	CON			
REFLEX					+	DEX			
WILL					+	WIS			

ARMOR

	= 10 +							
ARMOR CLASS		ARMOR	SHIELD	DEX	SIZE	NATURAL ARMOR	DEFLECTION	MISC

FLAT-FOOTED		TOUCH		MISS CHANCE		SPELL RESISTANCE	
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ARMOR				
	AC BONUS	MAX DEX	CHECK PENALTY	ARCANE FAILURE
				SPEED / RUN x

SHIELD			
	AC BONUS	MAX DEX	ARCANE FAILURE
		CHECK PENALTY	

EQUIPMENT

7

SLOT	WT	REFERENCE
HELM		
BAND		
MASK		
AMULET		
CLOAK		
ROBE		
SHIRT		
BRACERS		
GLOVES		
RING		
RING		
BELT		
BOOTS		

CONTAINER	LOAD	MAX	VOLUME	WT	REFERENCE

WEIGHT ON SELF

ON OTHERS

FOLLOWERS & BEASTS

NAME & RACE				CLASS LEVELS			HIT DICE		HIT POINTS	
INIT	SPEED	ARMOR	ATTACK	STR	DEX	CON	INT	WIS	CHA	

NAME & RACE				CLASS LEVELS			HIT DICE		HIT POINTS	
INIT	SPEED	ARMOR	ATTACK	STR	DEX	CON	INT	WIS	CHA	

NAME & RACE				CLASS LEVELS			HIT DICE		HIT POINTS	
INIT	SPEED	ARMOR	ATTACK	STR	DEX	CON	INT	WIS	CHA	

EQUIPMENT

6

LOCATION WT REFERENCE

MONEY

MOVEMENT

3

LOADS (PHB 162)

MEDIUM	HEAVY	MAX	LIFT OFF GROUND	PUSH OR DRAG	CURRENT LOAD

LIMITS (DUE TO LOAD OR ARMOR)

MAX DEX	CHECK PENALTY	SPEED	RUN ×	BASE ATTACK BONUS	CLASS 1	CLASS 2	CLASS 3

SPEEDS (WALK)

BASE SPEED	CURRENT	HUSTLE	RUN	INITIATIVE	DEX	MISC

OTHER MODE

COMBAT MANEUVERS

BONUS

BASE ATTACK + STRENGTH + SIZE + MISC + CONDITIONALS

DEFENSE

BASE ATTACK + STR + DEX + SIZE + DODGE + DEFLECT + MISC + 10 + CONDITIONALS

ATTACKS

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE / SIZE

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE / SIZE

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE / SIZE

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE / SIZE

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE / SIZE

