

Name \_\_\_\_\_

Class \_\_\_\_\_ Race \_\_\_\_\_

Level \_\_\_\_\_ Size \_\_\_\_\_ Age \_\_\_\_\_ Gender \_\_\_\_\_

Player \_\_\_\_\_

Alignment \_\_\_\_\_ Deity \_\_\_\_\_

Height \_\_\_\_\_ Weight \_\_\_\_\_ Eyes \_\_\_\_\_ Hair \_\_\_\_\_



	Score	Mod	Temp	Temp
<b>Strength</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Dexterity</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Constitution</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Intelligence</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Wisdom</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Charisma</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	Total	Base	Score	Magic	Misc	Temp
<b>Fortitude</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+
<b>Reflex</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+
<b>Will</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+

	Total	Dex	Misc
<b>Initiative</b>	<input type="text"/>	=	<input type="text"/>

	Total	Base	Str	Size	Misc	Temp
<b>Melee</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+

	Total	Base	Dex	Size	Misc	Temp
<b>Ranged</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+

	Total	Base	Armor	Shield	Dex	Misc
<b>Armor Class</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+

	HP / Subdual
<input type="text"/>	<input type="text"/>

	Speed	Armor Penalty	Spell Failure
<b>General</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Weapon			Attack	Damage	Critical
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range	Weight	Size	Type	Special	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Weapon			Attack	Damage	Critical
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range	Weight	Size	Type	Special	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Weapon			Attack	Damage	Critical
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range	Weight	Size	Type	Special	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Armor			Bonus	Penalty	Failure
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Speed	Weight	Max Dex	Type	Special	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Shield		Bonus	Penalty	Failure
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Weight	Special			
<input type="text"/>	<input type="text"/>			

Skills						
Skillname	Key	Total	Ability	Rank	Misc	
Appraise	Int	=	+	+	+	
Balance	Dex*	=	+	+	+	
Bluff	Cha	=	+	+	+	
Climb	Str*	=	+	+	+	
Concentration	Con	=	+	+	+	
Craft	Int	=	+	+	+	
Decipher Script	Int	=	+	+	+	
Diplomacy	Cha	=	+	+	+	
Disable Device	Int	=	+	+	+	
Disguise	Cha	=	+	+	+	
Escape Artist	Dex*	=	+	+	+	
Forgery	Int	=	+	+	+	
Gather Information	Cha	=	+	+	+	
Handle Animal	Cha	=	+	+	+	
Heal	Wis	=	+	+	+	
Hide	Dex*	=	+	+	+	
Intimidate	Cha	=	+	+	+	
Jump	Str*	=	+	+	+	
Knowledge (arcana)	Int	=	+	+	+	
Knowledge (architecture)	Int	=	+	+	+	
Knowledge (dungeons)	Int	=	+	+	+	
Knowledge (geography)	Int	=	+	+	+	
Knowledge (history)	Int	=	+	+	+	
Knowledge (local)	Int	=	+	+	+	
Knowledge (nature)	Int	=	+	+	+	
Knowledge (nobility)	Int	=	+	+	+	
Knowledge (religion)	Int	=	+	+	+	
Knowledge (planes)	Int	=	+	+	+	
Listen	Wis	=	+	+	+	
Move Silently	Dex*	=	+	+	+	
Open Lock	Dex	=	+	+	+	
Perform	Cha	=	+	+	+	
Profession	Wis	=	+	+	+	
Ride	Dex	=	+	+	+	
Search	Int	=	+	+	+	
Sense Motive	Wis	=	+	+	+	
Sleight of Hand	Dex*	=	+	+	+	
Speak Language	-	=	+	+	+	
Spellcraft	Int	=	+	+	+	
Spot	Wis	=	+	+	+	
Survival	Wis	=	+	+	+	
Swim	Str*	=	+	+	+	
Tumble	Dex*	=	+	+	+	
Use Magic Device	Cha	=	+	+	+	
Use Rope	Dex	=	+	+	+	

## Weapons & Armor

#	Name	Cost	Weight
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[illegible]

## Race Specials

[illegible]

## Spells

	DC	Bonus	Cast / Known
0			/
1			/
2			/
3			/
4			/
5			/
6			/
7			/
8			/
9			/

## Goods

#	Name	Cost	Weight
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[illegible]

## Class Specials

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and is set against a dark background.**SPELL LEVEL 0**

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**SPELL LEVEL 1**

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**SPELL LEVEL 2**

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**SPELL LEVEL 3**

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**SPELL LEVEL 4**

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**SPELL LEVEL 5**

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**SPELL LEVEL 6**

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**SPELL LEVEL 7**

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**SPELL LEVEL 8**

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**SPELL LEVEL 9**

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## Weight

Weapons & Armor	
Goods	
Money	
<b>Total</b>	

## Feats

[illegible]

Light Load

Medium Load	
Heavy Load	
Swim Penaulty	

Lift over head

Lift off ground	
Push or Drag	

## Coin

Platinum	
Gold	
Silver	
Copper	

## Languages

[illegible]

## Wealth

Weapons & Armor	
Goods	
Gold	
<b>Total</b>	

## Experience

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