

**1**

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CHARACTER \_\_\_\_\_

RACE \_\_\_\_\_ SIZE \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

DEITY \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

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LANGUAGES \_\_\_\_\_

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ARMOR & PROTECTION WORN \_\_\_\_\_

---

WEAPONS USED \_\_\_\_\_

---

NOTABLE ITEMS \_\_\_\_\_

**ABILITY SCORES**

STR 


 INT 


DEX 


 WIS 


CON 


 CHA 


**MOVEMENT & LIFTING**

SPEED 


 OVER HEAD 


 OFF GROUND 


 PUSH OR DRAG 


**SAVING THROWS**

FORT 


 REF 


 WILL 


---

SAVING THROW MODIFIERS \_\_\_\_\_

ARMOR CLASS 




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ARMOR CLASS MODIFIERS \_\_\_\_\_

HIT POINTS \_\_\_\_\_ / \_\_\_\_\_

**2**

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CHARACTER \_\_\_\_\_

RACE \_\_\_\_\_ SIZE \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

DEITY \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

---

LANGUAGES \_\_\_\_\_

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ARMOR & PROTECTION WORN \_\_\_\_\_

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WEAPONS USED \_\_\_\_\_

---

NOTABLE ITEMS \_\_\_\_\_

**ABILITY SCORES**

STR 


 INT 


DEX 


 WIS 


CON 


 CHA 


**MOVEMENT & LIFTING**

SPEED 


 OVER HEAD 


 OFF GROUND 


 PUSH OR DRAG 


**SAVING THROWS**

FORT 


 REF 


 WILL 


---

SAVING THROW MODIFIERS \_\_\_\_\_

ARMOR CLASS 




---

ARMOR CLASS MODIFIERS \_\_\_\_\_

HIT POINTS \_\_\_\_\_ / \_\_\_\_\_

**3**

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CHARACTER \_\_\_\_\_

RACE \_\_\_\_\_ SIZE \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

DEITY \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

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LANGUAGES \_\_\_\_\_

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ARMOR & PROTECTION WORN \_\_\_\_\_

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WEAPONS USED \_\_\_\_\_

---

NOTABLE ITEMS \_\_\_\_\_

**ABILITY SCORES**

STR 


 INT 


DEX 


 WIS 


CON 


 CHA 


**MOVEMENT & LIFTING**

SPEED 


 OVER HEAD 


 OFF GROUND 


 PUSH OR DRAG 


**SAVING THROWS**

FORT 


 REF 


 WILL 


---

SAVING THROW MODIFIERS \_\_\_\_\_

ARMOR CLASS 




---

ARMOR CLASS MODIFIERS \_\_\_\_\_

HIT POINTS \_\_\_\_\_ / \_\_\_\_\_

**4**

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CHARACTER \_\_\_\_\_

RACE \_\_\_\_\_ SIZE \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

DEITY \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

---

LANGUAGES \_\_\_\_\_

---

ARMOR & PROTECTION WORN \_\_\_\_\_

---

WEAPONS USED \_\_\_\_\_

---

NOTABLE ITEMS \_\_\_\_\_

**ABILITY SCORES**

STR 


 INT 


DEX 


 WIS 


CON 


 CHA 


**MOVEMENT & LIFTING**

SPEED 


 OVER HEAD 


 OFF GROUND 


 PUSH OR DRAG 


**SAVING THROWS**

FORT 


 REF 


 WILL 


---

SAVING THROW MODIFIERS \_\_\_\_\_

ARMOR CLASS 




---

ARMOR CLASS MODIFIERS \_\_\_\_\_

HIT POINTS \_\_\_\_\_ / \_\_\_\_\_

Armor Check Penalty	1	2	3	4
<ul style="list-style-type: none"> <li>▪ Can be used untrained † Armor Check Penalty</li> <li>Alchemy</li> <li>Animal Empathy</li> <li>Appraise ▪</li> <li>Balance ▪†</li> <li>Bluff ▪</li> <li>Climb ▪†</li> <li>Concentration ▪</li> <li>Decipher Script</li> <li>Diplomacy ▪</li> <li>Disable Device</li> <li>Disguise ▪</li> <li>Escape Artist ▪†</li> <li>Forgery ▪</li> <li>Gather Information ▪</li> <li>Handle Animal</li> <li>Heal ▪</li> <li>Hide ▪†</li> <li>Innuendo</li> <li>Intimidate ▪</li> <li>Intuit Direction</li> <li>Jump ▪†</li> <li>Knowledge, arcana</li> <li>Knowledge, religion</li> <li>Knowledge, nature</li> <li>Listen ▪</li> <li>Move Silently ▪†</li> <li>Open Lock</li> <li>Perform ▪</li> <li>Pick Pocket †</li> <li>Read Lips</li> <li>Ride ▪</li> <li>Scry ▪</li> <li>Search ▪</li> <li>Sense Motive ▪</li> <li>Spellcraft</li> <li>Spot ▪</li> <li>Swim ▪ (-1 / 5 lbs)</li> <li>Tumble †</li> <li>Use Magic Device</li> <li>Use Rope ▪</li> <li>Wilderness Lore ▪</li> </ul>				