

Player's Name \_\_\_\_\_



Character \_\_\_\_\_ Game/DM \_\_\_\_\_

Align. \_\_\_\_\_ Race \_\_\_\_\_ Gender \_\_\_\_\_ Age \_\_\_\_\_ Ht. \_\_\_\_\_ Wt. \_\_\_\_\_ Hair \_\_\_\_\_

Eyes \_\_\_\_\_ Languages \_\_\_\_\_

Pesonality/Apearance \_\_\_\_\_

Portrait box

**ABILITY/BONUS**

Ability score boxes: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Magic

**SAVES 3-1**

Saves boxes: Fortitude, Reflex, Will

**CLASS**

**LEVEL**

Class and level tracking table with 'Total Level' row

Experience 3-2 and Next level box

**STR DEX CON INT WIS CHA MP**

Ability score boxes with headers

- Skills: Damage, Reflex, Fortitude, Craft, Will, Bluff, Magical Bonus, Climb\*, Defense, Concentration, Scry, Heal, Diplomacy, Damage/Healing, Jump\*, Balance\*, Appraise, Listen, Disguise, Swim, Hide\*, Forgery, Spot, Gather Info, Melee+, Ride, Search, Sense Motive, Intimidate, Use Rope, Wilderness Lore, Escape Artist\*, Perform, Move Silently\*, Ranged+

**Carrying Capacity 9-1**

Carrying Capacity table with Light, Medium, Heavy columns

HP, HD, Wounds box

**Armor/Defense**

Armor table with columns: Armor Type, Weight, Armor Check, Max Dex Bonus

Armor Restrictions \_\_\_\_\_

**Feats 5-1**

Page

Description

Feats table with columns: Feat, Page, Description

**WEAPON COMBAT**

Base Attack+ \_\_\_\_\_ Misc+ \_\_\_\_\_ **Melee** (Base+Str+Misc) \_\_\_\_\_ **Ranged** (Base+Dex+Misc) \_\_\_\_\_ **Weapon Classes** \_\_\_\_\_

Weapons Carried table with columns: Weight, Attack Bonus, Misc, Damage (BONUS=STR+Misc), Critical, Range

**INVENTORY**

Inventory table with columns: Wt. Carried, Wt.

**Proficiencies/Skills**

Proficiencies/Skills table with columns: Total Rank, Ability, Skill 4-2