

CHARACTER NAME _____

PLAYER NAME _____

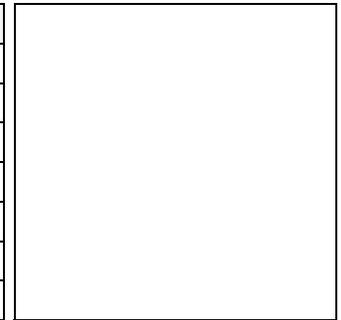
NATIONALITY/RACE _____

CLASS _____

CAMPAIGN _____

ABILITY SCORES				
NAME	SCORE	MOD	TEMP SCORE	TEMP MOD
STR				
DEX				
CON				
INT				
WIS				
CHA				

STATISTICS											
NAME	TOTAL	ACTIVE	PASSIVE	BASE	CLASS MOD	SHIELD MOD	NAT MOD	ABIL MOD	SIZE MOD	MISC MOD	
DEF				10							
INIT											
SAVES											
FORT											
REF											
WILL											



CHARACTER PORTRAIT

SKILLS		SKILL POINTS:				PIS SPENT
SKILL NAME	SKILL GROUPS	TOTAL	RANK	ABIL MOD	MISC.	
APPRAISE *	ACA			INT		
BALANCE *@	AGL			DEX		
BLUFF *	SOC,THC			CHA		
CLIMB *@	ATH			STR		
CONCENTRATION *	ACA,MYS			CON		
CRAFT ()				INT		
CRAFT ()				INT		
DECIPHER SCRIPT	ACA,MYS			INT		
DIPLOMACY *	SOC			CHA		
DISABLE DEVICE	ROB			DEX		
DISGUISE *	THC			CHA		
ESCAPE ARTIST *@	AGL			DEX		
FORGERY *	ROB			INT		
GATHER INFORMATION *	SOC			CHA		
HANDLE ANIMAL	WLD			CHA		
HEAL *	ACA			WIS		
HIDE *@	STL			DEX		
INTIMIDATE *	SOC			CHA		
JUMP *@	ATH			STR		
KNOWLEDGE(Arcana)	ACA			INT		
KNOWLEDGE(Engineering)	ACA			INT		
KNOWLEDGE(Dungeoneering)	ACA			INT		
KNOWLEDGE(Geography)	ACA			INT		
KNOWLEDGE(History)	ACA			INT		
KNOWLEDGE(Local)	ACA			INT		
KNOWLEDGE(Nature)	ACA			INT		
KNOWLEDGE(Nobility)	ACA			INT		
KNOWLEDGE(Religion)	ACA			INT		
KNOWLEDGE(The Planes)	ACA			INT		
LISTEN *	PER			WIS		
MOVE SILENTLY *@	STL			DEX		
OPEN LOCK	ROB			DEX		
PERFORM *	THC			CHA		
PROFESSION ()				WIS		
PROFESSION ()				WIS		
RIDE *	WLD			DEX		
SEARCH *	PER			INT		
SENSE MOTIVE *	PER			WIS		
SLIGHT OF HAND@	ROB,THC			DEX		
SPELLCRAFT	MYS			INT		
SPOT *	PER			WIS		
SURVIVAL	WLD			WIS		
SWIM *#	ATH			STR		
TUMBLE @	AGL			DEX		
USE MAGIC DEVICE	MYS			CHA		
USE ROPE *	WLD			DEX		

HIT POINTS					
LEVEL	TOTAL	CURRENT	RESERVE	NONLETHAL	DR

EXPERIENCE POINTS _____

SKILL GROUPS		
GROUP NAME	ACCESS?	PIS SPENT
ACADEMIA (ACA)		
AGILITY (AGL)		
ATHLETICS (ATH)		
MYSTICISM (MYS)		
PERCEPTION (PER)		
ROBBERY (ROB)		
SOCIAL (SOC)		
STEALTH (STL)		
THEATRICS (THC)		
WILD. LORE (WLD)		

GRAPPLE			
TOTAL	BASE	ABILITY	SIZE

LOAD	SPEED			RUN	
	LOAD	SPD	DEX	CHK	RUN
LIGHT			-	-	X4
MED			+3	-3	X4
HEAVY			+1	-6	X3
LOH				LOG	
DRAG/PULL					

MELEE	1ST	2ND	3RD	4TH	5TH
TOTAL					
BASE					
ABILITY		SIZE		MISC	

RANGED	1ST	2ND	3RD	4TH	5TH
TOTAL					
BASE					
ABILITY		SIZE		MISC	

ARMOR	TYPE	DR	MAX DEX	CHK PEN	SPEED

SHIELD	TYPE	PASS DEF	MAX DEX	CHK PEN

WEAPONS	ATTACK BONUS	DAMAGE	CRITICAL	SIZE	TYPE	RANGE
NOTES:						
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AMMO		
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* = Untrained @ = Armor Check Penalty # - Double Check Penalty

