

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:				
SKILL NAME	SKILL GROUPS	TOTAL	RANK	ABIL MOD	MISC.		PTS SPENT
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			

LEVEL

EXPERIENCE POINTS

NEXT LEVEL AT

SKILL GROUPS		
GROUP NAME	ACCESS?	PTS 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	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

