

# Noble Wild Modern

Character Name \_\_\_\_\_ Player Name \_\_\_\_\_

Class \_\_\_\_\_ Starting Occupation \_\_\_\_\_ Level \_\_\_\_\_ Species \_\_\_\_\_

Age \_\_\_\_\_ Gender \_\_\_\_\_ Height / Length \_\_\_\_\_ Weight \_\_\_\_\_ Eyes \_\_\_\_\_ Hide / Fur / Feathers / Scales \_\_\_\_\_ Allegiances \_\_\_\_\_

Abilities	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier
<b>STR</b> Strength				
<b>DEX</b> Dexterity				
<b>CON</b> Constitution				
<b>INT</b> Intelligence				
<b>WIS</b> Wisdom				
<b>CHA</b> Charisma				

	Total		Natural Armor		Class Bonus		Dex Modifier		Size Modifier		Equipment Modifier		Misc. Modifier
<b>Defense</b>		= 10	+		+		+		+		+		

<b>Touch</b> Armor Class	
<b>Flat-Footed</b> Armor Class	

	Total		Dex Modifier		Misc. Modifier
<b>Initiative Modifier</b>		=		+	

<b>Base Attack Bonus</b>	
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	Total		Current
<b>HP</b> Hit Points			
<b>Base Speed</b>		<b>Swim Speed</b>	
<b>Climb Speed</b>		<b>Burrow Speed</b>	
<b>Fly Speed</b>		<b>Manueverability Class</b>	

<b>Attacks</b>		Total		Base Attack Bonus		STR Modifier		Size Modifier		Misc. Modifier
<b>Melee</b> Attack Bonus		=		+		+		+		
<b>Grapple</b> Attack Bonus		=		+		+		+		
<b>Ranged</b> Attack Bonus		=		+		+		+		

<b>Saving Throws</b>		Total		Base Save		Ability Modifier		Magic Modifier		Misc. Modifier		Temporary Modifier
<b>Fortitude</b> (Constitution)		=		+		+		+		+		
<b>Reflex</b> (Dexterity)		=		+		+		+		+		
<b>Will</b> (Wisdom)		=		+		+		+		+		

<b>Bite / Gore</b>		Total Attack Bonus		Damage		Critical
Type		Special Properties				

<b>Left Front</b> Claw / Hoof / Kick / Stamp		Total Attack Bonus		Damage		Critical
Type		Special Properties				

<b>Left Rear</b> Claw / Hoof / Kick / Talon		Total Attack Bonus		Damage		Critical
Type		Special Properties				

<b>Tail</b>		Total Attack Bonus		Damage		Critical
Type		Special Properties				

<b>Defensive Attitude</b>		Type		Attitude Bonus		Speed
Spell Failure		Trigger Condition		Special Properties		

<b>Butt / Gore</b>		Total Attack Bonus		Damage		Critical
Type		Special Properties				

<b>Right Front</b> Claw / Hoof / Kick / Stamp		Total Attack Bonus		Damage		Critical
Type		Special Properties				

<b>Right Rear</b> Claw / Hoof / Kick / Talon		Total Attack Bonus		Damage		Critical
Type		Special Properties				

<b>Slam</b>		Total Attack Bonus		Damage		Critical
Type		Special Properties				

<b>Armor / Protective Item</b>		Type		Equipment Bonus		Proficient?
						Yes <input type="checkbox"/> No <input type="checkbox"/>
Armor Penalty		Spell Failure		Weight		Speed
				Size		Max Dex
						Special Properties

