

CHARACTER INFO			
	Name		Player
	Class(es) [Lvl]		Lvl Experience/Needed
	Race/Background		Size Alignment
	Gender	Age	Height Weight
	Handedness	Build	Eyes Hair
	Homeland		Patron Deity/Religion
Appearance			
Notes			

[illegible]

ABILITY SCORES

	Ability Score	Ability Modifier	Bonus/ Penalty
STR STRENGTH			
DEX DEXTERITY			
CON CONSTITUTION			
INT INTELLIGENCE			
WIS WISDOM			
CHA CHARISMA			

HITS			
TOTAL HP HIT POINTS		DR DMG RED.	
CURRENT HITS			

MOVEMENT

Modified Speed		Base		Class		Misc
<div></div>	=	<div></div>	+	<div></div>	+	<div></div>
Hussle (x2)		Run (x) O Feet		Walk/ Minute		Miles/ Hour
<div></div>		<div></div>		<div></div>		Miles/ Day
<div></div>		<div></div>		<div></div>		<div></div>

SAVES		Class Base(s)			Ability Score	Racial	Feat/Magic	Temp
Total	=	1	2	3	4			
FORTITUDE CONSTITUTION	<input type="text"/>	=	<input type="text"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
REFLEX DEXTERITY	<input type="text"/>	=	<input type="text"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
WILL WISDOM	<input type="text"/>	=	<input type="text"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

DEFENSE

 = 10 +

Armor
Shield
Class
Ability
Size
Natural
Dodge
Misc.

EQ	Armor/Shield	Type	Type/Size	Value
<input type="radio"/>		()		
<input type="radio"/>		()		
<input type="radio"/>		()		
<input type="radio"/>		()		
<input type="radio"/>		()		
<input type="radio"/>		()		
<input type="radio"/>		()		

EQ	Armor/Shield	Type	Type/Size	Value
<input type="radio"/>		()		
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EQ	Armor/Shield	Type	Type/Size	Value
<input type="radio"/>		()		
<input type="radio"/>		()		
<input type="radio"/>		()		
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<input type="radio"/>		()		
<input type="radio"/>		()		
<input type="radio"/>		()		

COMBAT

	Total	Ability	Misc.		Total	Ability	Size	Misc.
INITIATIVE	<input type="text"/>	= <input type="text" value="STR"/>	+ <input type="text"/>	CMB	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
MELEE BASE ATTACK	<input type="text"/>	Class(es) Base Attack 1 2 3 4 <input type="text" value="+"/> <input type="text" value="+"/> <input type="text" value="+"/>			<input type="text" value="STR"/>	+ <input type="text"/>	+ <input type="text"/>	
RANGED BASE ATTACK	<input type="text"/>				<input type="text" value="AGL"/>	+ <input type="text"/>	+ <input type="text"/>	

[illegible]

WEAPONS

Weapon	Attack Bonus	Damage	Critical	Range	S	T

COINS		Gems, Jewels, Other Valuables
		
		

[illegible]

ENCUMBRANCE						
Total	Personal	Pack	Max Lift	Push/Pull		
Enc. Strength	Load	Capacity		Max Dex	Enc. Pen.	Run
	Light			—	—	—
	Medium			+3	-3	×4
	Heavy			+1	-6	×3

NOTES

TREASURE

MODINI/FAMILIAR

SPELLS

Primary Attribute: ☐ Intelligence ☐ Wisdom ☐ Charisma

Spell DC	Level	Spells per Day	Bonus Spells	Spells Known
<div></div>	0	<div></div>	<div></div>	<div></div>
<div></div>	1st	<div></div>	<div></div>	<div></div>
<div></div>	2nd	<div></div>	<div></div>	<div></div>
<div></div>	3rd	<div></div>	<div></div>	<div></div>
<div></div>	4th	<div></div>	<div></div>	<div></div>
<div></div>	5th	<div></div>	<div></div>	<div></div>
<div></div>	6th	<div></div>	<div></div>	<div></div>
<div></div>	7th	<div></div>	<div></div>	<div></div>
<div></div>	8th	<div></div>	<div></div>	<div></div>
<div></div>	9th	<div></div>	<div></div>	<div></div>

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FEATURES	
<input type="radio"/> Armor (Light)	
<input type="radio"/> Armor (Medium)	
<input type="radio"/> Armor (Heavy)	
<input type="radio"/> Shield	
<input type="radio"/> Tower Shield	
<input type="radio"/> Simple Weapons	
<input type="radio"/> Martial Weapons	