

Character _____ Player _____
 Class _____ Level _____ Date Created _____
 Race _____ Alignment _____ DM _____
 Patron Deity/Religion _____ Campaign _____
 Place of Origin _____



Ability Scores

	Score	Modifier	Temp Score	Temp Modifier	Description	Age
Strength						Sex
Dexterity						Height
Constitution						Weight
Intelligence						Hair
Wisdom						Eyes
Charisma						Handedness

Combat

ARMOR CLASS	= 10 + Type Worn	Modifiers Armor Shield Dex Size Misc					Arcane Spell Failure Armor Check Penalty	HIT POINTS Hit Dice: d	HP's By Level	Wounds

Saving Throws	Fortitude (CON)	Total	Base	Ability	Magic	Misc	Temp	Save Modifiers
	Reflex (DEX)							
	Will (WIS)							
Combat Bonuses	Initiative (DEX)	Total	Base	Ability	Magic	Misc	Temp	Combat Modifiers
	Melee (STR)							
	Ranged (DEX)							

Weapons

Weapon	Att Bonus	Damage	Critical	Range	Size	Type	Notes

Special Abilities/Feats

Equipment

[illegible]

Movement/Lifting

Base Speed



Light Load



Heavy Load

Lift Off Ground
= 2 x Max Load

Special Move

Medium Load

Lift Over Head
= Max Load

Push or Drag
= 5 x Max Load

Experience

Total XPs

XP's Needed for Next Level

Money and Treasure

Skills

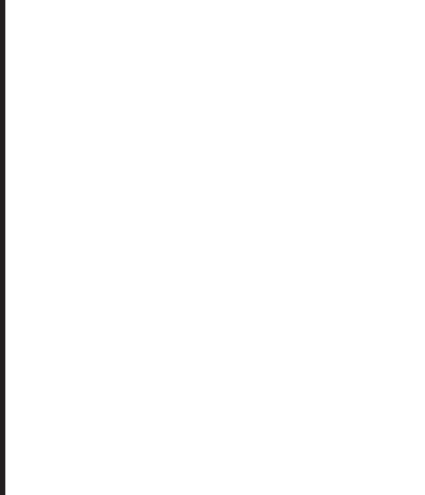
Maximum Ranks

[illegible]

Character Description

Personality

Character Sketch



Quote(s)

Contacts/Friends

Enemies

Notes

This image shows a full page of blank graph paper. The background is a solid light blue color. Overlaid on this background is a precise grid of thin yellow lines. The grid consists of small, equal-sized squares that cover the entire area of the page, leaving no margins or other markings.