



Ability	Score	Mod	Temporary
Strength			
Dexterity			
Constitution			
Intelligence			
Wisdom			
Charisma			

**Hit Points**

Disabled Dying Dead

Wounds / Current HP

Subdual

**Initiative**

**Speed**  Base  Modified

**Saving Throws**

	Total	Base	Ability	Misc
Reflex (Dex)	=	+	+	
Fortitude (Con)	=	+	+	
Will (Wis)	=	+	+	

Notes:

**Armor Class**

AC \_\_\_\_\_ = 10 + Armor + Shield + Dex + Size + Misc DR \_\_\_\_\_ /

Touch \_\_\_\_\_ Flat-Footed \_\_\_\_\_ Max Dex \_\_\_\_\_ Check Penalty \_\_\_\_\_ Spell Failure \_\_\_\_\_

Armor Type \_\_\_\_\_ Shield Type \_\_\_\_\_

Notes \_\_\_\_\_

**Attacks**

Melee	_____ =	BAB	+	Str	+	Size	+	Misc
Ranged	_____ =	BAB	+	Dex	+	Size	+	Misc
Grapple	_____ =	BAB	+	Str	+	Size	+	Misc
Trip	_____ Sunder	_____ Subdual	_____					
Disarm	_____ Bullrush	_____ Shield	_____					

Notes:

Weapon	Attack	Damage	Critical	Type
Range	Notes			
Notes				

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**Encumbrance**

Current Load  **Load Effects**

Light No Penalty Medium +3, -3, 20' Heavy +1, -6, 15', x3

Lift Over Head Max Load Lift Off Ground Max Load x2 Push/Drag Max Load x5

**Movement**

Walk  Hustle  Run (x3)  Run (x4)

Skills	Skill	Rank	Mod	Misc	Max Ranks
-Alchemy <sup>T</sup>	=	+	+		
-Appraise	=	+	+		
-Balance <sup>P</sup>	=	+	+		
-Bluff	=	+	+		
-Climb <sup>P</sup>	=	+	+		
-Concentration	=	+	+		
-Craft	=	+	+		
-Craft	=	+	+		
-Decipher Script <sup>T</sup>	=	+	+		
-Diplomacy	=	+	+		
-Disable Device <sup>T</sup>	=	+	+		
-Disguise	=	+	+		
-Escape Artist <sup>P</sup>	=	+	+		
-Forgery	=	+	+		
-Gather Information	=	+	+		
-Handle Animal <sup>T</sup>	=	+	+		
-Heal	=	+	+		
-Innuendo <sup>T</sup>	=	+	+		
-Intimidate	=	+	+		
-Jump <sup>P</sup>	=	+	+		
-Knowledge(Architecture) <sup>T</sup>	=	+	+		
-Knowledge(Ceremony) <sup>T</sup>	=	+	+		
-Knowledge(Cosmology) <sup>T</sup>	=	+	+		
-Knowledge(Dangerous Beasts) <sup>T</sup>	=	+	+		
-Knowledge(Dracha) <sup>T</sup>	=	+	+		
-Knowledge(Dragon) <sup>T</sup>	=	+	+		
-Knowledge(Engineering) <sup>T</sup>	=	+	+		
-Knowledge(Faen) <sup>T</sup>	=	+	+		
-Knowledge(Geography) <sup>T</sup>	=	+	+		
-Knowledge(Giant) <sup>T</sup>	=	+	+		
-Knowledge(History) <sup>T</sup>	=	+	+		
-Knowledge(Human) <sup>T</sup>	=	+	+		
-Knowledge(Litorian) <sup>T</sup>	=	+	+		
-Knowledge(Magic) <sup>T</sup>	=	+	+		
-Knowledge(Mojh) <sup>T</sup>	=	+	+		
-Knowledge(Nature) <sup>T</sup>	=	+	+		
-Knowledge(Nobility/Courtesy) <sup>T</sup>	=	+	+		
-Knowledge(Religion) <sup>T</sup>	=	+	+		
-Knowledge(Runes) <sup>T</sup>	=	+	+		
-Knowledge(Sailing/Navigation) <sup>T</sup>	=	+	+		
-Knowledge(Science) <sup>T</sup>	=	+	+		
-Knowledge(Sibeccai) <sup>T</sup>	=	+	+		
-Knowledge(Verrick) <sup>T</sup>	=	+	+		
-Listen	=	+	+		
-Open Lock <sup>T</sup>	=	+	+		
-Perform	=	+	+		
-Perform	=	+	+		
-Profession <sup>T</sup>	=	+	+		
-Ride	=	+	+		
-Search	=	+	+		
-Sense Motive	=	+	+		
-Sleight of Hand <sup>P,T</sup>	=	+	+		
-Sneak <sup>P</sup>	=	+	+		
-Speak Language <sup>T</sup>	=				
-Spellcraft <sup>T</sup>	=	+	+		
-Spot	=	+	+		
-Survival	=	+	+		
-Swim <sup>S</sup>	=	+	+		
-Tumble <sup>P,T</sup>	=	+	+		
-Use Magic Device <sup>T</sup>	=	+	+		
-Use Rope	=	+	+		

Underline class skills. <sup>S</sup>-1 for every 5 lbs carried. <sup>T</sup>-Trained Only. <sup>P</sup>-Armor Check Penalty applies.

**Racial Traits**

**Equipment**

**Languages**

**Feats**

**Class Features**

**Magic Items**

