

CHARACTER NAME CLASS AND LEVEL SIZE AGE GENDER WEIGHT

EXPERIENCE EXPERIENCE NEEDED FOR NEXT LEVEL

PLAYER RACE ALIGNMENT DEITY HEIGHT

ABILITY NAME ABILITY SCORE ABILITY MODIFIER TEMPORARY SCORE TEMPORARY MODIFIER STR DEX CON INT WIS CHA

SAVING THROWS TOTAL FORTITUDE (CONSTITUTION) REFLEX (DEXTERITY) WILL (WISDOM)

AC ARMOR CLASS = 10 + ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MISC MODIFIER

FLAT-FOOTED ARMOR CLASS TOUCH ARMOR CLASS CONDITIONAL AC MODIFIERS

LANGUAGES INITIAL LANGUAGES = COMMON + RACIAL LANGUAGES + ONE PER POINT OF INT BONUS

MONEY PP GP SP CP

HP HIT POINTS CURRENT HP DAMAGE REDUCTION

SPELL RESISTANCE SPELL SAVE BASE DC MOD

HIT DIE ARCANE SPELL FAILURE %

BASE ATTACK BONUS SPEED

GRAPPLE MODIFIER TOTAL BASE ATTACK STRENGTH BONUS SIZE MODIFIER MISC MODIFIER INITIATIVE MODIFIER TOTAL DEX MODIFIER MISC MODIFIER

ATTACK table with columns: RANGE, TYPE, WEIGHT, NOTES, ATTACK BONUS, DAMAGE, CRITICAL

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ARMOR/PROTECTIVE ITEM table with columns: TYPE, SPEED, MAX DEX BONUS, SPECIAL PROPERTIES/NOTES, AC BONUS, WEIGHT, SPELL FAILURE, CHECK PENALTY

SHIELD/PROTECTIVE ITEM table with columns: SPECIAL PROPERTIES/NOTES, AC BONUS, WEIGHT, SPELL FAILURE, CHECK PENALTY

PROTECTIVE ITEM table with columns: SPECIAL PROPERTIES/NOTES, AC BONUS, WEIGHT

PROTECTIVE ITEM table with columns: SPECIAL PROPERTIES/NOTES, AC BONUS, WEIGHT

FEATS table with columns: FEAT, PAGE, NOTES

PROFICIENCIES LIGHT SHIELD MEDIUM TOWER HEAVY ALL SIMPLE ALL MARTIAL

SKILLS CLASS SKILL SKILL NAME KEY ABILITY SKILL MODIFIER ABILITY MODIFIER RANKS MISC MODIFIER

CARRYING CAPACITY LIGHT LOAD MEDIUM LOAD HEAVY LOAD LIFT OVER HEAD LIFT OFF GROUND LIFT OR DRAG LOAD

ABILITIES

POSSESSIONS table with columns: ITEM, NR., LOCATION, WEIGHT, PAGE



TOTAL WEIGHT

TOTAL WEIGHT