

**1**

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CHARACTER

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RACE \_\_\_\_\_ SIZE \_\_\_\_\_

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CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

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GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

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DEITY \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

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LANGUAGES \_\_\_\_\_

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ARMOR & PROTECTION WORN \_\_\_\_\_

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WEAPONS USED \_\_\_\_\_

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NOTABLE ITEMS \_\_\_\_\_

**ABILITY SCORES**

STR	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>

**MOVEMENT & LIFTING**

SPEED	OVER HEAD	OFF GROUND	PUSH OR DRAG
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**SAVING THROWS**

FORT  REF  WILL

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SAVING THROW MODIFIERS \_\_\_\_\_

ARMOR CLASS

SUB DUAL

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ARMOR CLASS MODIFIERS \_\_\_\_\_

**HIT POINTS** /

**2**

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CHARACTER

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RACE \_\_\_\_\_ SIZE \_\_\_\_\_

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CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

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GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

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DEITY \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

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LANGUAGES \_\_\_\_\_

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ARMOR & PROTECTION WORN \_\_\_\_\_

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WEAPONS USED \_\_\_\_\_

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NOTABLE ITEMS \_\_\_\_\_

**ABILITY SCORES**

STR	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>

**MOVEMENT & LIFTING**

SPEED	OVER HEAD	OFF GROUND	PUSH OR DRAG
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**SAVING THROWS**

FORT  REF  WILL

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SAVING THROW MODIFIERS \_\_\_\_\_

ARMOR CLASS

SUB DUAL

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ARMOR CLASS MODIFIERS \_\_\_\_\_

**HIT POINTS** /

**3**

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CHARACTER

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RACE \_\_\_\_\_ SIZE \_\_\_\_\_

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CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

---

GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

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DEITY \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

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LANGUAGES \_\_\_\_\_

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ARMOR & PROTECTION WORN \_\_\_\_\_

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WEAPONS USED \_\_\_\_\_

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NOTABLE ITEMS \_\_\_\_\_

**ABILITY SCORES**

STR	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>

**MOVEMENT & LIFTING**

SPEED	OVER HEAD	OFF GROUND	PUSH OR DRAG
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**SAVING THROWS**

FORT  REF  WILL

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SAVING THROW MODIFIERS \_\_\_\_\_

ARMOR CLASS

SUB DUAL

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ARMOR CLASS MODIFIERS \_\_\_\_\_

**HIT POINTS** /

**4**

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CHARACTER

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RACE \_\_\_\_\_ SIZE \_\_\_\_\_

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CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

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GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

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DEITY \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

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LANGUAGES \_\_\_\_\_

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ARMOR & PROTECTION WORN \_\_\_\_\_

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WEAPONS USED \_\_\_\_\_

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NOTABLE ITEMS \_\_\_\_\_

**ABILITY SCORES**

STR	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>

**MOVEMENT & LIFTING**

SPEED	OVER HEAD	OFF GROUND	PUSH OR DRAG
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**SAVING THROWS**

FORT  REF  WILL

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SAVING THROW MODIFIERS \_\_\_\_\_

ARMOR CLASS

SUB DUAL

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ARMOR CLASS MODIFIERS \_\_\_\_\_

**HIT POINTS** /

Armor Check Penalty	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
■ Can be used untrained † Armor Check Penalty				
Alchemy				
Animal Empathy				
Appraise ■				
Balance ■†				
Bluff ■				
Climb ■†				
Concentration ■				
Decipher Script				
Diplomacy ■				
Disable Device				
Disguise ■				
Escape Artist ■†				
Forgery ■				
Gather Information ■				
Handle Animal				
Heal ■				
Hide ■†				
Innuendo				
Intimidate ■				
Intuit Direction				
Jump ■†				
Knowledge, arcana				
Knowledge, religion				
Knowledge, nature				
Listen ■				
Move Silently ■†				
Open Lock				
Perform ■				
Pick Pocket †				
Read Lips				
Ride ■				
Scry ■				
Search ■				
Sense Motive ■				
Spellcraft				
Spot ■				
Swim ■ (-1 / 5 lbs)				
Tumble †				
Use Magic Device				
Use Rope ■				
Wilderness Lore ■				