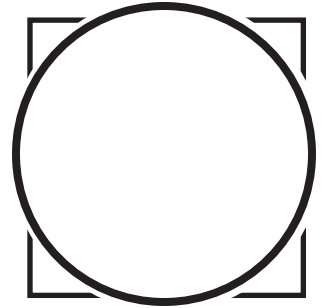


CHARACTER NAME

CLASS: _____
LEVEL: _____
RACE: _____
ALIGNMENT: _____

PATRON DEITY: _____
PLACE OF ORIGIN: _____
LANGUAGES: _____ LITERATE?

SEX: _____
AGE: _____
BIRTH DATE: _____
SIZE: _____
HEIGHT: _____
WEIGHT: _____
HAIR: _____
EYES: _____
SKIN: _____
HANDEDNESS: _____



CHARACTER SKETCH/SYMBOL

ABILITIES:

SAVES:

Table for ability scores: STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), CHA (Charisma). Includes Score and Mod columns.

Table for saves: Fortitude, Reflex, Will. Includes Total, Class Base (A, B, C, D), Modifiers (Ability, Magic, Misc), and Misc columns.

MISCELLANEOUS DIE ADJUSTMENTS

Table for miscellaneous die adjustments with +/- CONDITION columns.

COMBAT:

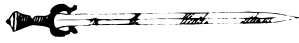


Table for combat stats: AC, Armor Shield, DEX, Size, Natural Misc, Misc, Initiative, Max Dex Bonus, Armor Penalty, Spell Resistance, Flat-footed, vs. Touch Attacks, Miss Chance, Arcane Failure, Hit Points, Subdual Damage, Con Bonus, Damage Reduction, Toughness, Die Type, Healing Rate.

MELEE ATTACK
MISSILE ATTACK
GRAPPLE ATTACK
MONK FLURRY OF BLOWS

Table for attack bonuses: Multiple Attacks (Total, 2nd, 3rd, 4th, 5th), Class Base (A, B, C, D), Modifiers (Ability, Size, Misc), Misc.

WEAPONS:



Table for weapons: Attack Bonuses (Magic, Misc, 1st-4th), Weapon in Hand (Damage, Critical, Range, Type, Size), Notes.

CLASS & RACIAL ABILITIES

FEATS

Horizontal lines for listing class/racial abilities and feats.

SKILLS:

- List of skills with checkboxes: Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Open Lock, Perform, Profession, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Swim, Tumble, Use Magic Device, Use Rope.

MAX RANKS = LVL+3(2)
TOTAL ABILITY RANKS MISC MISC MISC

Large grid for tracking skill ranks and proficiency levels.

* CAN BE USED WITH 0 RANKS -- * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES

WEAPONS: SIMPLE MARTIAL ARMOR: LIGHT MEDIUM HEAVY SHIELDS



NECROMANCER GAMES
WWW.NECROMANCERGAMES.COM
3RD EDITION ROLLOLES 1ST EDITION FEEL
NECROMANCER GAMES, WWW.NECROMANCERGAMES.COM
AUBREY - A MAD HIRSHMAN PRODUCTION - WWW.AMAD-HIRSHMAN.NET

POSSESSIONS:

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT

MOVEMENT & LIFTING:



BASE SPEED (WALK)

HUSTLE	RUN	SPECIAL
<input type="text"/>	<input type="text"/>	<input type="text"/>
= 2 x BASE	= 4 x BASE	
LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
<input type="text"/>	<input type="text"/>	<input type="text"/>
= MAX LOAD	= 2 x MAX	= 5 x MAX

ENCUMBRANCE:

TOTAL WEIGHT CARRIED

	LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
<input type="checkbox"/>	LIGHT		NORM	NORM	NORM
<input type="checkbox"/>	MEDIUM		+3	-3	x4
<input type="checkbox"/>	HEAVY		+1	-6	x3

AMMUNITION AND SUPPLIES:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

WEALTH:

- COPPER-
- SILVER-
- GOLD-
- PLATINUM-

- GEMS-
- JEWELS-
- MISCELLANEOUS-

EXPERIENCE POINTS:

NEXT LEVEL GOAL



SPELL SAVE DC	LEVEL	SPELLS/ BONUS SPELLS	
		DAY	SPELLS KNOWN
	0	0	
	1 ST		
	2 ND		
	3 RD		
	4 TH		
	5 TH		
	6 TH		
	7 TH		
	8 TH		
	9 TH		

SPELL SAVE DC MOD = 10 +

ABILITY	MISC	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>

TURN UNDEAD:

TURNING CHECK CHA

TOTAL CHA LEVEL = 3 + CHA

DMG = 2d6 +



MAGIC ITEMS		

NOTES:

PLAYER NAME: _____ DATE CHARACTER BEGAN: _____ CAMPAIGN: _____

WILL: *I* _____ do hereby _____