

Character: \_\_\_\_\_ Class: \_\_\_\_\_ Level: \_\_\_\_\_ Alignment: \_\_\_\_\_

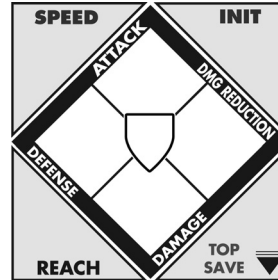
Race: \_\_\_\_\_ Sex: \_\_\_\_\_ Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_

Patron God(s): \_\_\_\_\_ (Anointed? Y  N  ) Handedness: \_\_\_\_\_

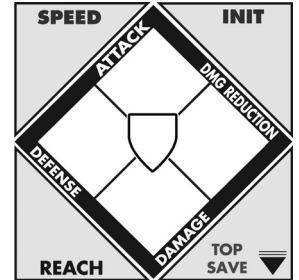
<b>EXPERIENCE</b>	FOR NEXT LEVEL:
	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

**Quick References**  
**Observation Check:**  
**Listening Check:**  
**Feat of Strength:**  
**Turn Undead:**

<b>ABILITIES</b>	/ %	<b>STR</b>	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	CARRY (LBS)	DRAG (LBS)
	/ %	<b>INT</b>	ATTACK MOD.				
	/ %	<b>WIS</b>	INIT MOD.	DEFENSE MOD.	MENTAL SAVING THROW BONUS		
	/ %	<b>DEX</b>	INIT MOD.	ATTACK MOD.	DEFENSE MOD.	DODGE SAVING THROW BONUS	FEAT OF AGILITY
	/ %	<b>CON</b>	PHYSICAL SAVING THROW BONUS				
	/ %	<b>LKS</b>					
	/ %	<b>CHA</b>	TURNING MOD.		MORALE MOD.		
		<b>Honor</b>	HON WINDOW		HON PENALTY WINDOW		
		<b>Fame</b>	HONOR BONUSES OR PENALTIES:				
			CATEGORY OF FAME:				



combat profile for:



combat profile for:

Morale:  Hero  Fearless  Brave  Steady  Nervous  Cowardly

**PREVIOUS HIT POINT ROLL**

**Luck Points**

**Threshold of Pain**

**Accumulated Building Points**

**Armor Worn**  
 Body: \_\_\_\_\_ (damage reduction = \_\_\_)  
 Shield: \_\_\_\_\_ (+ \_\_\_ defense, absorbs \_\_\_ hp)  
 DAMAGE TRACKER:  -1   
 -2  -3

**Fatigue Factor**

**COMBAT PROFILE WITH MELEE WEAPON:** \_\_\_\_\_

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage

Base Weapon Speed: \_\_\_\_\_ Base Weapon Damage: \_\_\_\_\_ Reach: \_\_\_\_\_

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: \_\_\_\_\_

**HIT POINTS:** \_\_\_\_\_

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

**COMBAT PROFILE WITH MISSILE WEAPON:** \_\_\_\_\_

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Damage

Base Weapon Speed: \_\_\_\_\_ Base Weapon Damage: \_\_\_\_\_ Reach: \_\_\_\_\_

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

**SPELLS\***

LEVEL	MEMORIZED?	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>	_____						
JOURNEYMAN	<input type="radio"/>	_____						
1	<input type="radio"/>	_____						
2	<input type="radio"/>	_____						
3	<input type="radio"/>	_____						
4	<input type="radio"/>	_____						
5	<input type="radio"/>	_____						
6	<input type="radio"/>	_____						
7	<input type="radio"/>	_____						
8	<input type="radio"/>	_____						
9	<input type="radio"/>	_____						
10	<input type="radio"/>	_____						

**TOTAL SPELL POINTS** \_\_\_\_\_

SPELL POINT TRACKER

HUNDREDS

TENS

SINGLES

\*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

*Missile Weapon Ranges*

Distance (ft)	Attack Die
5 -	d20p
	d20p-4
	d20p-6
	d20p-8

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION

PROFICIENCIES

**GEMS:**

**JEWELRY:**

**OTHER VALUABLES:**

**QUIRKS & FLAWS**

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY

TALENTS & RACIAL ABILITIES	BENEFITS:

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.

<b>SKILLS</b>	Universal Skills	Mastery <sup>†</sup>	
	Acting (Lks, Cha)		%
	Animal Husbandry (Wis)		%
	Animal Mimicry (Wis)		%
	Boating (Wis)		%
	Cartography* (Int)		%
	Climbing/Rappelling (Str, Dex)		%
	Current Affairs (Wis)		%
	Diplomacy (Cha)		%
	Disguise (Int, Cha)		%
	Distraction (Cha)		%
	Escape Artist (Int, Dex)		%
	Fire-Building (Wis)		%
	Glean Info. (Int, Wis, Cha)		%
	Hiding (Int, Dex)		%
	Interrogation (Wis, Cha)		%
	Intimidation (Str, Cha)		%
	Jumping (Str)		%

Law (Int)		%
Listening (Wis)		%
Observation (Wis)		%
Oration (Cha)		%
Persuasion (Cha)		%
Pick Pocket (Dex)		%
Reading Lips (Int)		%
Recruiting (Cha)		%
Resist Persuasion (Wis)		%
Rope Use (Dex)		%
Salesmanship (Int, Wis, Cha)		%
Scrutiny (Wis)		%
Seduction, Art of (Cha, Lks)		%
Skilled Liar (Cha)		%
Sneaking (Dex)		%
Survival (Wis, Con)		%
Torture (Int)		%
Tracking (Wis)		%

Other Skills	Mastery	
		%
		%
		%
		%
		%
		%
		%
		%
		%
		%
		%
		%

\* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent