



Character Name _____ Alignment _____ Player _____

Race _____ Gender _____ Age _____ Height _____ Weight _____ First Class & Level _____ Total Level _____

Eyes _____ Hair _____ Skin _____ Second Class & Level _____ Third Class & Level _____

	Norm	Temp	Mod.
<i>Strength</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<i>Dexterity</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<i>Constitution</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<i>Intelligence</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<i>Wisdom</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<i>Charisma</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Hit Dice:

Total HPs: _____

Current HPs... _____

Attack Scores

Melee (Str) =

Ranged (Dex) =

Armour Class = 10+

Saving Throws

Reflex (Dex) =

Initiative =

Armour Check Pen.

Fortitude (Con) =

Will (Wis) =

Feats & Abilities

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Weapon	Attack	Damage	Critical	Range	Type

Skill	U/T	Class	Ranks	Ability	Misc.	Total	Skill	U/T	Class	Ranks	Ability	Misc.	Total
Alchemy (Wis)	✓	[]	_____	_____	_____	_____	Knowledge: Local (Int)	✗	[]	_____	_____	_____	_____
Animal Empathy (Cha)	✗	[]	_____	_____	_____	_____	Knowledge: Nature (Int)	✗	[]	_____	_____	_____	_____
Appraise (Int)	✓	[]	_____	_____	_____	_____	Knowledge: Nobility (Int)	✗	[]	_____	_____	_____	_____
Balance (Dex)	✓	[]	_____	_____	_____	_____	And Royalty						
Bluff (Cha)	✓	[]	_____	_____	_____	_____	Knowledge: The Planes (Int)	✗	[]	_____	_____	_____	_____
Climb (Str)	✓	[]	_____	_____	_____	_____	Knowledge: Religion (Int)	✗	[]	_____	_____	_____	_____
Concentration (Wis)	✓	[]	_____	_____	_____	_____	Knowledge: _____ (Int)	✗	[]	_____	_____	_____	_____
Craft: _____ (Int)	✓	[]	_____	_____	_____	_____	Knowledge: _____ (Int)	✗	[]	_____	_____	_____	_____
Craft: _____ (Int)	✓	[]	_____	_____	_____	_____	Knowledge: _____ (Int)	✗	[]	_____	_____	_____	_____
Craft: _____ (Int)	✓	[]	_____	_____	_____	_____	Listen (Wis)	✓	[]	_____	_____	_____	_____
Decipher Script (Int)	✗	[]	_____	_____	_____	_____	Move Silently (Dex)	✓	[]	_____	_____	_____	_____
Demolitions (Int)	✗	[]	_____	_____	_____	_____	Open Lock (Dex)	✓	[]	_____	_____	_____	_____
Diplomacy (Cha)	✓	[]	_____	_____	_____	_____	Perform: _____ (Cha)	✓	[]	_____	_____	_____	_____
Disable Device (Int)	✗	[]	_____	_____	_____	_____	Perform: _____ (Cha)	✓	[]	_____	_____	_____	_____
Disguise (Cha)	✓	[]	_____	_____	_____	_____	Pick Pocket (Dex)	✗	[]	_____	_____	_____	_____
Escape Artist (Dex)	✓	[]	_____	_____	_____	_____	Profession: _____ (Wis)	✗	[]	_____	_____	_____	_____
Forgery (Int)	✓	[]	_____	_____	_____	_____	Profession: _____ (Wis)	✗	[]	_____	_____	_____	_____
Gather Information (Cha)	✓	[]	_____	_____	_____	_____	Profession: _____ (Wis)	✗	[]	_____	_____	_____	_____
Handle Animal (Wis)	✗	[]	_____	_____	_____	_____	Ride (Dex)	✓	[]	_____	_____	_____	_____
Heal (Wis)	✓	[]	_____	_____	_____	_____	Scrye (Int)	✓	[]	_____	_____	_____	_____
Hide (Dex)	✓	[]	_____	_____	_____	_____	Search (Int)	✓	[]	_____	_____	_____	_____
Innuendo (Wis)	✗	[]	_____	_____	_____	_____	Sense Motive (Wis)	✓	[]	_____	_____	_____	_____
Intimidate (Cha)	✓	[]	_____	_____	_____	_____	Spellcraft (Int)	✗	[]	_____	_____	_____	_____
Intuit Direction (Wis)	✗	[]	_____	_____	_____	_____	Spot (Wis)	✓	[]	_____	_____	_____	_____
Jump (Str)	✓	[]	_____	_____	_____	_____	Swim (Str)	✓	[]	_____	_____	_____	_____
Knowledge: Arcana (Int)	✗	[]	_____	_____	_____	_____	Tumble (Dex)	✗	[]	_____	_____	_____	_____
Knowledge: Architecture (Int)	✗	[]	_____	_____	_____	_____	Use Magic Device (Cha)	✗	[]	_____	_____	_____	_____
And Engineering							Use Rope (Dex)	✓	[]	_____	_____	_____	_____
Knowledge: Geography (Int)	✗	[]	_____	_____	_____	_____	Wilderness Lore (Wis)	✓	[]	_____	_____	_____	_____
Knowledge: History (Int)	✗	[]	_____	_____	_____	_____							



<i>Home Climate</i>	<i>Economic Status</i>
<i>Home Terrain</i>	<i>Social Standing</i>
<i>Home Community</i>	<i>Defence Readiness</i>
	<i>Private Ethics</i>
<i>Childhood Instruction</i>	<i>Public Ethics</i>
<i>Formal Education</i>	<i>Religious Commitment</i>
<i>Trade</i>	<i>Reputation</i>
	<i>Political Views</i>
<i>Childhood Events</i>	<i>Power Structure</i>
<i>Youth Events</i>	<i>Ancestors Of Note</i>
<i>Pivotal Events</i>	<i>Parents</i>
	<i>Grandparents</i>
	<i>Siblings</i>
<i>Languages Known</i>	<i>Extended Family</i>
	<i>Instructors of Note</i>

<i>Friends</i>
<i>Enemies</i>

<i>Magic Rings</i>

<i>Items Worn</i>	<i>Location(s)</i>	<i>Weight</i>	<i>Items Carried</i>	<i>Location(s)</i>	<i>Weight</i>
			<i>Magic Armour</i>		
			<i>Magic Weapons</i>		

<i>Rods, Wands & Staves</i>
<i>Magic Potions</i>
<i>Scrolls</i>
<i>Wond'rous Items</i>

<i>Mithral Pieces</i>
<i>Platinum Pieces</i>
<i>Gold Pieces</i>
<i>Silver Pieces</i>
<i>Copper Pieces</i>
<i>Gems</i>
<i>Jewellery</i>

Supplementary Animal/NPC Sheet For : _____

Player : _____ Faction Allegiance (If Applicable) : _____



Companion Stats... Name : _____ Type/Class : _____

	Norm	Temp	Mod.
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>
Charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>

		Base	Ability	Misc.
Attack Scores				
Melee (Str)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>
Ranged (Dex)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>
Saving Throws				
Reflex (Dex)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>
Fortitude (Con)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>
Will (Wis)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>

Hit Dice : D _____

Total HPs : _____

Current HPs... _____

Armour Class = 10+

Ability	Size	Armour	Dodge	Misc.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Skills _____

Feats & Abilities

Companion Stats... Name : _____ Type/Class : _____

	Norm	Temp	Mod.
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>
Charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>

		Base	Ability	Misc.
Attack Scores				
Melee (Str)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>
Ranged (Dex)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>
Saving Throws				
Reflex (Dex)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>
Fortitude (Con)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>
Will (Wis)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>

Hit Dice : D _____

Total HPs : _____

Current HPs... _____

Armour Class = 10+

Ability	Size	Armour	Dodge	Misc.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Skills _____

Feats & Abilities

Companion Stats... Name : _____ Type/Class : _____

	Norm	Temp	Mod.
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>
Charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>

		Base	Ability	Misc.
Attack Scores				
Melee (Str)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>
Ranged (Dex)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>
Saving Throws				
Reflex (Dex)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>
Fortitude (Con)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>
Will (Wis)	<input type="text"/>	=	<input type="text"/>	<input type="text"/>

Hit Dice : D _____

Total HPs : _____

Current HPs... _____

Armour Class = 10+

Ability	Size	Armour	Dodge	Misc.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Skills _____

Feats & Abilities
