



ARDA AGE _____
YEAR _____

DATE CHARACTER CREATED _____

CAMPAIGN / GROUP _____

CHARACTER NAME _____

RACE _____

CULTURE _____

PLAYER _____

CLASS AND LEVEL _____

HOMELAND _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

BIRTHPLACE _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				
COM COMELINESS				

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

TOUCH
ARMOR CLASS _____

FLAT-FOOTED
ARMOR CLASS _____

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		

CONDITIONAL AC MODIFIERS _____

CLASS SKILL?	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)			
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER

- APPRAISE ■ INT [] = - + +
- BALANCE ■ DEX* [] = - + +
- BLUFF ■ CHA [] = - + +
- CLIMB ■ STR* [] = - + +
- CONCENTRATION ■ CON [] = - + +
- CRAFT ■ () INT [] = - + +
- CRAFT ■ () INT [] = - + +
- CRAFT ■ () INT [] = - + +
- DECIPHER SCRIPT INT [] = - + +
- DIPLOMACY ■ CHA [] = - + +
- DISABLE DEVICE INT [] = - + +
- DISGUISE ■ CHA [] = - + +
- ESCAPE ARTIST ■ DEX* [] = - + +
- FORGERY ■ INT [] = - + +
- GATHER INFORMATION ■ CHA [] = - + +
- HANDLE ANIMAL CHA [] = - + +
- HEAL ■ WIS [] = - + +
- HIDE ■ DEX* [] = - + +
- INTIMIDATE ■ CHA [] = - + +
- JUMP ■ STR* [] = - + +
- KNOWLEDGE () INT [] = - + +
- KNOWLEDGE () INT [] = - + +
- KNOWLEDGE () INT [] = - + +
- KNOWLEDGE () INT [] = - + +
- KNOWLEDGE () INT [] = - + +
- LISTEN ■ WIS [] = - + +
- MOVE SILENTLY ■ DEX* [] = - + +
- OPEN LOCK DEX [] = - + +
- PERFORM ■ () CHA [] = - + +
- PERFORM ■ () CHA [] = - + +
- PERFORM ■ () CHA [] = - + +
- PROFESSION () WIS [] = - + +
- PROFESSION () WIS [] = - + +
- RIDE ■ DEX [] = - + +
- SEARCH ■ INT [] = - + +
- SENSE MOTIVE ■ WIS [] = - + +
- SLEIGHT OF HAND DEX* [] = - + +
- SPELLCRAFT INT [] = - + +
- SPOT ■ WIS [] = - + +
- SURVIVAL ■ WIS [] = - + +
- SWIM ■ STR* [] = - + +
- TUMBLE DEX* [] = - + +
- USE MAGIC DEVICE CHA [] = - + +
- USE ROPE ■ DEX [] = - + +
- _____ [] = - + +
- _____ [] = - + +

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

SENSE MAGIC BROADCAST _____ **SENSE MAGIC RESIDUE** _____

BASE ATTACK BONUS _____ **SPELL RESISTANCE** _____

GRAPPLE	MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

■ Denotes a skill that can be used untrained. □ Check this box if the skill is a class skill for the character.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT

**TOTAL WEIGHT
CARRIED**

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2 X MAX LOAD</small>	PUSH OR DRAG <small>3 X MAX LOAD</small>
<div style="border: 1px solid black; width: 40px; height: 30px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 30px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 30px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 30px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 30px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 30px; margin: 0 auto;"></div>

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	MERP MONEY	GEMS	ART	OTHER
CP—	tp			
SP—	cp bp			
GP—	sp			
PP—	gp mp			

FEAT	PAGE REF.
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HERBS & MISCELLANEOUS			
HERB/ITEM	EFFECT	ADDICTION	NOTES

SPELLS									
SPELL SAVE			DC MOD	ARCANE SPELL FAILURE			%		
CONDITIONAL MODIFIERS									
CASTING DC RACIAL MODIFIER _____					CASTING DC INT MODIFIER _____				
(NO RACE OR INT MODS)					MISCELLANEOUS DC MODS _____				
SPELKS KNOWN	SPELL SAVE DC	BASE CASTING DC	(ALL MODS) TOTAL CASTING DC	LEVEL	SPELKS/DAY	BONUS SPELKS			
				0					
				1st					
				2nd					
				3rd					
				4th					
				5th					
				6th					
				7th					
				8th					
				9th					
SPECIALTY SCHOOL									
PROHIBITED SCHOOLS									

