

Total Bonus	SKILLS:		Ability Mod	Bonus or Penalty	Bonus or Penalty	RANKS
	Acrobatics	DEX			*	
	Bluff	CHA				
	Climb	STR			*	
	Craft(Academia)	INT				
	Craft(Alchemy)	INT				
	Craft(Blacksmith)	INT				
	Craft(Bow/Fletch)	INT				
	Craft(Fine Arts)	IN/DX			*	
	Craft(Jeweler)	IN/DX			*	
	Craft(Magic Item)	INT				
	Craft(Mechanisms)	IN/DX			*	
	Craft(Stonework)	INT				
	Craft(Tailor)	INT				
	Craft(Woodwork)	INT				
	Diplomacy	CHA				
	Handle Animal	WIS				
	Heal	INT				
	Hide	IN/WI				
	Intimidate	CH/ST				
	Jump & Sprint	STR			*	
	Knowledge(Arcana)	INT				
	Knowledge(Civilization)	INT				
	Knowledge(Dungeon)	INT				
	Knowledge(Nature)	INT				
	Knowledge(Planes)	INT				
	Knowledge(Religion)	INT				
	Linguistics	INT				
	Listen	WIS				
	Move Silently	DEX			*	
	Perform(Comedy/Story)	CHA				
	Perform(Dance/Motion)	DEX			*	
	Perform(Music-Aerobic)	CHA				
	Perform(Music-Manual)	CHA				
	Perform(Song/Poetry)	CHA				
	Perseverance	CO/WI			*	
	Ride	DEX			*	
	Seafaring	INT				
	Sense Motive	WIS				
	Sleight of Hand	DEX			*	
	Spot	WIS				
	Survival	WIS				
	Swim	STR			*	
	Tactics	INT				
	Under Cover	CHA				
	Wrestling	STR			*	
TOTAL SKILL RANKS =						

* indicates Physical Skills affected by your Mobility Penalty

NOTES:

BACKPACK

Pack Weight:

Type:

Penalty:

Gear Weight

BACKPACK: TIE-ON

Gear Weight

Top:

Bottom:

Left:

Right:

Back:

WATERSKIN

Weight

Days of Water:

LEFT SIDE SWEATH/QUIVER

Weight

LEFT BOOT SWEATH

Weight

Equip Slot	EQUIPPED GEAR	Gear Weight
HEAD		
FACE/EYES		
NECK		
TORSO-UNDER		
TORSO-OVER		
WAIST		
SHOULDERS		
ARM/WRIST		
HANDS		
RING 1		
RING 2		
LEGS		
FEET		
ACCESSORY		

BACK SWEATH or Bandalier

Weight

BACK SWEATH or Bandalier

Weight

BELT POUCH

Weight

BELT POUCH

Weight

BELT POUCH

Weight

RIGHT SIDE SWEATH/QUIVER

Weight

RIGHT BOOT SWEATH

Weight

TOTAL GEAR WEIGHT

With Backpack:

Without Backpack:

CARRYING CAPACITY & Encumbrance

Light:

Moderate:

Heavy:

Mobility Penalty

-3

-6

TOTAL MOBILITY PENALTY (*)

With Backpack:

Without Backpack:

GOLD/MONEY

LEVEL:

CLASS:

CHARACTER NAME: