CHARACTER NAME: _____ CLASS: _____ LEVEL: _____ EXPERIENCE POINTS

XP

AGE: _____ SEX: _____ HEIGHT: _____ WEIGHT: _____ HAIR: _____ EYES: _____ RACE: _____

MORALITY: _____ MORALITY POINTS: [ ] MOTIVATION 1: _____ MOTIVATION 2: _____

	Ability Score	Ability Mod
STR		
DEX		
CON		
INT		
WIS		
CHA		

HIT POINTS — Maximum / Current / Injured Threshold
HP [ ] [ ] [ ]
Don't Forget about DR when taking physical damage!

HIT RATING HR

MOVE SPEED [ ]

INITIATIVE [ ]
Initiative Rating +WISMod+DEXMod

SPECIAL ABILITIES & TRAITS: _____

Confidence ○○○○○

ARMOR CLASS [AC]
FLAT-FOOTED AC [ ]
AC vs CRITICAL [ ]
TOUCH AC [ ]

Temporary AC Bonus/Penalty [ ]

Conditions / Effects: _____

SAVING THROWS

	Total Save		Save Rating		Ability Mod		Other Bonus
FORT	[ ]	=	[ ]	+	CON	+	
REF	[ ]	=	[ ]	+	DEX	+	
WILL	[ ]	=	[ ]	+	WIS	+	

_____ DOMINANT HAND: _____

VISION & SENSES: _____ LANGUAGES: _____

WEAPONS & ATTACKS
(Attack Bonus = HR+STRmod (or DEXmod if Finesse/Ranged) - AttackPenalty + Other Bonuses)

WEAPON: _____ Hand: **R** / **L** Big Action Attack: Attack:_____	Attack Bonus	Critical	Damage
Other Info:			

WEAPON or SHIELD: _____ Hand: **R** / **L** Big Action Attack: Attack:_____	Attack Bonus	Critical	Damage	Shield HP
				Hardness
Other Info:				SR

Spell DC	**SPELLS**	Prepared Spells & Notes	TOUCH ATTACKS: Ranged [ ] MELEE [ ]
[ ]	SL __(/DAY): _____		
[ ]	SL __(/DAY): _____		
[ ]	SL __(/DAY): _____		
[ ]	SL __(/DAY): _____		
[ ]	SL __(/DAY): _____		
[ ]	SL __(/DAY): _____		

ARMOR & DEFENSES

Armor: _____

Armor Rating: _____ **ARvC:** _____
Armor Type: Simple / Light / Med / Heavy

Mobility Penalty [ ]   Max DEX [ ]

Attack Penalty: _____

Damage Resistance: _____
Time to Don: _____ Weight: ___
Armor Details: _____ Tattered (-1AC) [ ]

OTHER DEFENSES	+ to AC
DEX Mod	
Shield Rating (SR)	
Natural Armor	

Active Parry Roll: 1d20 + _____
Resistances: _____

Temporary Defenses: _____

AC = 10 +AR+DEXMod+SR+above modifiers
ACvsCrit = 10 +ARvC+DEXMod+SR+above mods
Touch AC = AC without Armor, Shield, Natural, Helm
FFAC = AC without DEX, Dodge, Shield

Active Magical Effects: _____

Other Important Info: _____

FEATS(F) & CLASS ABILITIES(CA)

_____
_____
_____
_____
_____
_____
_____

STORY NOTES & OTHER STUFF

_____
_____
_____
_____
_____
_____
_____

LFG HYBRID

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 SHEATH/QUIVER
Weight

RIGHT SIDE SHEATH/QUIVER
Weight

LEFT BOOT SHEATH
Weight

RIGHT BOOT SHEATH
Weight

BACK SHEATH
or Bandolier   Weight

BACK SHEATH
or Bandolier   Weight

BELT POUCH
Weight

BELT POUCH
Weight

BELT POUCH
Weight

LEVEL:
CLASS:
CHARACTER NAME:

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		

TOTAL GEAR WEIGHT
With Backpack:
Without Backpack:

CARRYING CAPACITY
& Encumbrance

	Mobility Penalty
Light:	
Moderate:	-3
Heavy:	-6

TOTAL MOBILITY PENALTY (*)
With Backpack:
Without Backpack:

GOLD/MONEY