

CHARACTER NAME

PLAYER

CLASS BACKGROUND LEVEL

SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

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

TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	HIT DIE TYPE
HP HIT POINTS	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEFENSE	$= 10 +$ <input type="text"/>	$+ \square + \square + \square + \square$	<input type="text"/> DEX MODIFIER <input type="text"/> SIZE MODIFIER <input type="text"/> NATURAL ARMOR <input type="text"/> MISC MODIFIER
TOTAL	EQUIPMENT BONUS OR CLASS BONUS		
INITIATIVE MODIFIER	$= \square + \square$	<input type="text"/> DEX MODIFIER MODIFIER	
TOTAL			
BASE ATTACK BONUS		<input type="text"/>	

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

WEAPON	TOTAL	BASE ATTACK BONUS	STR. MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS	
							CONDITIONAL MODIFIERS	CONDITIONAL MODIFIERS
MELEE ATTACK BONUS								
RANGED ATTACK BONUS								

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS	
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

AMMUNITION



CHARACTER RECORD SHEETS

HIT DIE TYPE	SPEED		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	MISS CHANCE	ARMOR CHECK PENALTY	WEAVE RESISTANCE

SKILLS		MAX RANKS	/			
CROSS-CLASS	SKILL NAME	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
<input type="checkbox"/>	ANIMAL EMPATHY	CHA				
<input type="checkbox"/>	APPRAISE ■	INT				
<input type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR*				
<input type="checkbox"/>	COMPOSURE	WIS				
<input type="checkbox"/>	CONCENTRATION ■	CON				
<input type="checkbox"/>	CRAFT ■ (_____)	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input type="checkbox"/>	FORGERY ■	INT				
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX*				
<input type="checkbox"/>	INNUENDO	WIS				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input type="checkbox"/>	INTUIT DIRECTION	WIS				
<input type="checkbox"/>	JUMP ■	STR*				
<input type="checkbox"/>	KNOWLEDGE (AGE OF LEGENDS)	INT				
<input type="checkbox"/>	KNOWLEDGE (ARCANA)	INT				
<input type="checkbox"/>	KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT				
<input type="checkbox"/>	KNOWLEDGE (BLIGHT)	INT				
<input type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT				
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT				
<input type="checkbox"/>	KNOWLEDGE (LOCAL)	INT				
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT				
<input type="checkbox"/>	KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT				
<input type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input type="checkbox"/>	LISTEN ■	WIS				
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ■ (_____)	(_____)				
<input type="checkbox"/>	(_____)	CHA				
<input type="checkbox"/>	PICK POCKET	DEX*				
<input type="checkbox"/>	PROFESSION (_____)	WIS				
<input type="checkbox"/>	READ LIPS	INT				
<input type="checkbox"/>	RIDE ■ (_____)	DEX				
<input type="checkbox"/>	SEARCH ■	INT				
<input type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SWIM ■	STR**				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>	WEAVESIGHT ■	INT				
<input type="checkbox"/>	WILDERNESS LORE ■	WIS				

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Mark cross-class skills with □. *ARMOR CHECK PENALTY, if any, applies.

** -1 per 5 lb. of gear.

CAMPAIGN

ANSWER

EXPERIENCE POINTS

GEAR

TOTAL WEIGHT CARRIED

MONEY

CP —

SP —

MK —

GC —

SPECIAL ABILITIES/FEATS

WEAVES

ONE POWER TALENTS

ONE POWER AFFINITIES

WEAVE SAVE

1

DC MOD

WEAVE SAVE DC	LEVEL	WEAVES PER DAY	BONUS WEAVES
<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

LANGUAGES
