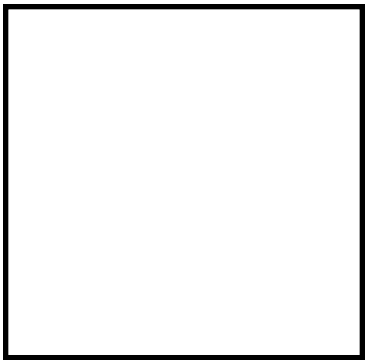


CHARACTER				PLAYER			
RACE		LVL ADJUSTMENT		DEITY		SIZE	
HEIGHT		WEIGHT		AGE		GENDER	
SKIN		HAIR		ALIGNMENT		EYES	



ABILITY	ABILITY SCORE	ABILITY MODIFIER	BASE SCORE	LEVEL ADJSMNT	MAGIC ITEMS		
<b>STR</b> STRENGTH						<b>HP</b> HITPOINTS	
<b>DEX</b> DEXTERITY						<b>SR</b> SPELL RESIST	
<b>CON</b> CONSTITUTION						<b>DR</b> DAMAGE RESIST	
<b>INT</b> INTELLIGENCE						<b>INIT</b> INITIATIVE	
<b>WIS</b> WISDOM							
<b>CHA</b> CHARISMA							

CLASS	LVL
A	
B	
C	
D	
	LEVEL ADJUSTMENT + CLASS LEVELS

CHARACTER PORTRAIT OR SYMBOL  
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AC	FLAT-FOOT	TOUCH
ARMOR CLASS	ARMOR CLASS	ARMOR CLASS
TOTAL = 10+	TOTAL = 10+	TOTAL = 10+

ARMOR/SHIELD	TYPE	AC BONUS	MAX DEX	CHECK PENALTY	ARCANE FAILURE	MAX SPEED	WEIGHT

SAVING THROWS	TOTAL	A	CLASS BASE	C	D	ABILITY	ITEMS	MAGIC
<b>FORTITUDE</b> CONSTITUTION						CON		
<b>REFLEX</b> DEXTERITY						DEX		
<b>WILL</b> WISDOM						WIS		

BASE SPEED	FLY SPEED
TOTAL	TOTAL

ATTACK BONUSES	TOTAL	2ND	MULTIPLE ATTACKS	3RD	4TH	A	CLASS BASE	C	D	ABILITY	SIZE
<b>MELEE</b> STRENGTH										STR	
<b>RANGED</b> DEXTERITY										DEX	
<b>GRAPPLE</b> STRENGTH										STR	

### FEATS, CLASS & RACIAL ABILITIES

TYPE	NAME & DESCRIPTION	TYPE	NAME & DESCRIPTION
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SKILL TRICKS	TOTAL POINTS	MAX RANKS
CLASS A B C D	SKILL MAX (LVL + 3); CROSS CLASS (LVL + 3) / 2	CHECK PENALTY
<input type="radio"/> APPRAISE ■ <input type="radio"/> AUTOHYPNOSIS <input type="radio"/> BALANCE ■ <input type="radio"/> BLUFF ■ <input type="radio"/> CLIMB ■ <input type="radio"/> CONCENTRATION ■ <input type="radio"/> CRAFT ■ ( ) <input type="radio"/> DECIPHER SCRIPT <input type="radio"/> DIPLOMACY ■ <input type="radio"/> DISABLE DEVICE <input type="radio"/> DISGUISE ■ <input type="radio"/> ESCAPE ARTIST ■ <input type="radio"/> FORGERY ■ <input type="radio"/> GATHER INFORMATION ■ <input type="radio"/> HANDLE ANIMAL <input type="radio"/> HEAL ■ <input type="radio"/> HIDE ■ <input type="radio"/> INTIMIDATE ■ <input type="radio"/> JUMP ■ <input type="radio"/> KNOWLEDGE ( ) <input type="radio"/> KNOWLEDGE ( ) <input type="radio"/> KNOWLEDGE ( ) <input type="radio"/> KNOWLEDGE ( ) <input type="radio"/> LISTEN ■ <input type="radio"/> MOVE SILENTLY ■ <input type="radio"/> OPEN LOCK <input type="radio"/> PERFORM ( ) <input type="radio"/> PROFESSION ( ) <input type="radio"/> PSICRAFT <input type="radio"/> RIDE ■ <input type="radio"/> SEARCH ■ <input type="radio"/> SENSE MOTIVE ■ <input type="radio"/> SLEIGHT OF HAND <input type="radio"/> SPEAK LANGUAGE <input type="radio"/> SPELLCRAFT <input type="radio"/> SPOT ■ <input type="radio"/> SURVIVAL ■ <input type="radio"/> SWIM ■ <input type="radio"/> TUMBLE <input type="radio"/> USE MAGIC DEVICE <input type="radio"/> USE PSIONIC DEVICE <input type="radio"/> USE ROPE ■		

TOTAL	RANKS	ABILITY
		INT
		WIS
		DEX
		CHA
		STR
		CON
		INT
		CHA
		INT
		CHA
		DEX
		INT
		CHA
		STR
		INT
		INT
		INT
		WIS
		DEX
		CHA
		DEX
		CHA
		WIS
		DEX
		CHA
		CHA
		DEX

■ DENOTES A SKILL THAT CAN BE USED UNTRAINED.  
○ CHECK THIS MARK TO DENOTE A CLASS SKILL.  
DOCUMENT CREATED BY BILLY BARNES (WWW.NECEROS.COM) - TRADEMARKS AND LOGOS COPYWRITTEN BY THEIR RESPECTIVE OWNERS. SEE PAGE THREE FOR MORE INFORMATION.

WEAPON / ATTACK	ENHANCE	TOTAL	2ND	3RD	4TH	5TH	DAMAGE	CRITICAL	RANGE	TYPE	SIZE

AMMUNITION	AMMUNITION	AMMUNITION	AMMUNITION
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