



Player

Name

Race

Class (level)

Size, Alignment

Loyalty

Religion

Age, Gender, Eye Colour

Hair Colour, Height, Weight

Basic Attack Rolls

MELEE
(STRENGTH)

RANGED
(DEXTERITY)

ABILITY

SIZE

MISC

BAB

TOTAL

Combat Manouevres

CMB
(BONUS)

CMD
(DEFENSE)

ABILITY

SIZE

MISC

BAB

TOTAL

Movement

BASE

ARMOUR

SPACES

Run = x__ and lose DEX from AC
(After CON rnds, check CON 10+ every rnd)

Initiative

ABILITY

MISC

MISC

Armour Class

10 +

ARMOUR

DEX

SIZE

MISC

SHIELD

Armour Details

NAME

WEIGHT

MAX DEX

SPELL %

CHECK

AC

NOTES

Note that armour being worn does not add to encumbrance

Attack Rolls

Weapon

bonus

Total Attack

Weapon

bonus

Total Attack

Weapon

bonus

Total Attack

Weapon

bonus

Total Attack

Weapon

bonus

Total Attack

Damage

ability

dice

bonus

damage

ability

dice

bonus

damage

ability

dice

bonus

damage

ability

dice

bonus

damage

ability

dice

bonus

damage

Saving Rolls

FORTITUDE
(CONSTITUTION)

MISC

MISC

ABILITY

CLASS

REFLEX
(DEXTERITY)

WILL
(WISDOM)

MISC

MISC

ABILITY

CLASS

TOTALS

TOTALS

XP

HIT DIE

MAXIMUM HITS

CURRENT HITS

Skills

Feats & Abilities

[illegible]

Languages	Money

Weapons

[illegible]