



CHARACTER NAME _____ PLAYER _____

CLASS _____ LEVEL _____ RACE _____

SIZE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ AGE _____ SKIN _____

ABILITIES	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier
STR STRENGTH				
DEX DEXTERITY				
VIT VITALITY:				
INT INTELLIGENCE				
WIL WILLPOWER				
CHA CHARISMA				

HP Hit Points **TOTAL** **Current HP**

AC Armor Class = 10 + + + + + +

TOTAL Armor Bonus Shield Bonus Dex Modifier Size Modifier Misc Bonus Armor Penalty

SPEED

INITIATIVE Modifier = +

TOTAL Dex Modifier Misc-Modifier

Cross Class	SKILLS		Max Ranks		/	
	Skill Name	Key Ability	Skill Modifier	Ability Modifier		Ranks
	Air Magic	Wii	=	+	+	
	Acrobatics	Dex	=	+	+	
	Athletics	Dex	=	+	+	
	Disguise	Cha	=	+	+	
	Earth Magic	Wii	=	+	+	
	Fire Magic	Wii	=	+	+	
	Intimidate	Cha	=	+	+	
	Lockpicking	Dex	=	+	+	
	Necromancy	Wii	=	+	+	
	Perception	Wii	=	+	+	
	Persuasion	Cha	=	+	+	
	Ride	Dex	=	+	+	
	Set Traps	Int	=	+	+	
	Sneaking	Dex	=	+	+	
	Spellcraft	Int	=	+	+	
	Stealing	Dex	=	+	+	
	Water Magic	Wii	=	+	+	
			=	+	+	
			=	+	+	
			=	+	+	
			=	+	+	
			=	+	+	

SAVING THROWS **TOTAL** = **Base Save** + **Ability Modifier** + **Misc Modifier** + **Temp Modifier**

FORTITUDE (CONSTITUTION) = + + +

REFLEX (DEXTERITY) = + + +

MIND (WILLPOWER) = + + +

Saving Throw Conditional Modifiers:

ATTACK **TOTAL** = **Base Attack Bonus** + **Str Modifier** + **Size Modifier** + **Misc Modifier**

MELEE = + + +

RANGED = + + +

TOTAL Base Attack Bonus Dex Modifier Size Modifier Misc Modifier

Mana =

TOTAL Current Mana

WEAPON	TOTAL ATTACK BONUS	DAMAGE	MAGIC

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ARMOR / PROTECTIVE ITEM	TYPE	AC BONUS	MAGIC

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NOTES / PORTRAIT

EXPERIENCE POINTS

