

Adventurer

Skills

Max. Ranks /
Total Mod. Ranks

Name _____
Title _____
Class _____ Race _____
Deity _____ Church _____
Level _____ Age _____ Sex _____
Homeland _____
Distinctive Features _____

Allegiance


Chaos


Balance


Law

Armor Class _____
10 + Armor + Shield + DEX + Size + Misc.

Hit Points _____
Wounds/Subdual

Initiative _____ **Speed** _____
DEX + Misc.

Base Attack _____
by Class and Level

STR _____ 
DEX _____ 
CON _____ 
INT _____ 
WIS _____ 
CHA _____ 

Fortitude _____
Base Save + CON + Magic + Misc

Reflex _____
Base Save + DEX + Magic + Misc

Will _____
Base Save + WIS + Magic + Misc

Melee Bonus _____
Base Attack + STR + Size + Misc

Ranged Bonus _____
Base Attack + DEX + Size + Misc

Weapon _____ Total Attack _____ Damage _____ Crit _____

Range _____ Weight _____ Size _____ Type _____ Special _____

Weapon _____ Total Attack _____ Damage _____ Crit _____

Range _____ Weight _____ Size _____ Type _____ Special _____

Weapon _____ Total Attack _____ Damage _____ Crit _____

Range _____ Weight _____ Size _____ Type _____ Special _____

Armor _____

Type _____ Bonus _____

Max DEX _____ Check Penalty _____

Speed _____ Weight _____ Spell Failure _____

Special _____

Demon _____

STR _____ DEX _____ CON _____ Attack _____

INT _____ WIS _____ CHA _____ Damage _____

Feature _____ Hit Dice _____

XP to Summon _____ Hit Points _____

Shield _____

Bonus _____ Check Penalty _____

Weight _____ Spell Failure _____

Special _____

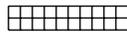
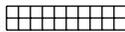
Demon _____

STR _____ DEX _____ CON _____ Attack _____

INT _____ WIS _____ CHA _____ Damage _____

Feature _____ Hit Dice _____

XP to Summon _____ Hit Points _____



- Alchemy (INT) _____
- Animal Empathy (CHA) _____
- Appraise (INT) _____
- Balance (DEX) _____
- Bluff (CHA) _____
- Climb (STR) _____
- Concentration (CON) _____
- Craft (INT) (_____) _____
- Diplomacy (CHA) _____
- Disable Device (INT) _____
- Disguise (CHA) _____
- Escape Artist (DEX) _____
- Forgery (INT) _____
- Gather Information (CHA) _____
- Handle Animal (CHA) _____
- Heal (WIS) _____
- Hide (DEX) _____
- Innuendo (WIS) _____
- Intimidate (CHA) _____
- Intuit Direction (WIS) _____
- Jump (STR) _____
- Knowledge (INT) (_____) _____
- Church of Chaos _____
- Church of Law _____
- Million Spheres _____
- Unknown Kingdoms _____
- Young Kingdoms _____
- (_____) _____
- Listen (WIS) _____
- Move Silently (DEX) _____
- Open Lock (DEX) _____
- Perform (CHA) (_____) _____
- (_____) _____
- Pick Pocket (DEX) _____
- Profession (WIS) _____
- Ride (DEX) (_____) _____
- Scry (INT) _____
- Search (INT) _____
- Sense Motive (WIS) _____
- Spellcraft (INT) _____
- Spot (WIS) _____
- Swim (STR) _____
- Tumble (DEX) _____
- Use Rope (DEX) _____
- Wilderness Lore (WIS) _____
- (_____) (____) _____
- (_____) (____) _____

Player