



CHARACTER NAME		PLAYER					
CLASS		LEVEL	BLOODLINE				
SIZE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	AGE	SKIN

ABILITIES	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP Hit Points	TOTAL	Current HP						HONOR
AC Armor Class	TOTAL	= 10 + [Armor Bonus] + [Shield Bonus] + [Dex Modifier] + [Size Modifier] + [Misc Bonus] + [Armor Penalty]						SPEED
TOUCH Armor Class	TOTAL	FLAT FOOT Armor Class						
INITIATIVE Modifier	TOTAL	= [Dex Modifier] + [Misc Modifier]						

SAVING THROWS	TOTAL	Base Save	Ability Modifier	Misc Modifier	Temp Modifier	Saving Throw Conditional Modifiers:
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

ATTACK	TOTAL	Base Attack Bonus	Str Modifier	Size Modifier	Misc Modifier
MELEE					
RANGED					
	TOTAL	Base Attack Bonus	Dex Modifier	Size Modifier	Misc Modifier

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

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

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

Cross Class	SKILLS					Max Ranks	/
	Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks		
	Appraise	Int	=	+	+		
	Balance	Dex*	=	+	+		
	Bluff	Cha	=	+	+		
	Climb	Str*	=	+	+		
	Concentration	Con	=	+	+		
	Craft:	Int	=	+	+		
	Craft:	Int	=	+	+		
	Craft:	Int	=	+	+		
	Decipher Script ■	Int	=	+	+		
	Diplomacy	Cha	=	+	+		
	Disable Device ■	Int	=	+	+		
	Disguise	Cha	=	+	+		
	Escape Artist	Dex*	=	+	+		
	Forgery	Int	=	+	+		
	Gather Information	Cha	=	+	+		
	Handle Animal ■	Cha	=	+	+		
	Heal	Wis	=	+	+		
	Hide	Dex*	=	+	+		
	Intimidate	Cha	=	+	+		
	Jump	Str*	=	+	+		
	Knowledge:	Int	=	+	+		
	Knowledge:	Int	=	+	+		
	Knowledge:	Int	=	+	+		
	Knowledge:	Int	=	+	+		
	Listen	Wis	=	+	+		
	Move Silently	Dex*	=	+	+		
	Open Lock ■	Dex	=	+	+		
	Perform:	Cha	=	+	+		
	Perform:	Cha	=	+	+		
	Perform:	Cha	=	+	+		
	Pressure Points ■	Wis	=	+	+		
	Profession	Wis	=	+	+		
	Profession	Wis	=	+	+		
	Read/Write Lang:	-	=	+	+		
	Read/Write Lang:	-	=	+	+		
	Read/Write Lang:	-	=	+	+		
	Ride	Dex	=	+	+		
	Search	Wis	=	+	+		
	Sense Motive	Wis	=	+	+		
	Sleight of Hand ■	Dex*	=	+	+		
	Spellcraft ■	Int	=	+	+		
	Speak Lang:	-	=	+	+		
	Speak Lang:	-	=	+	+		
	Speak Lang:	-	=	+	+		
	Spot	Wis	=	+	+		
	Survival	Wis	=	+	+		
	Swim	Str*	=	+	+		
	Tumble ■	Dex*	=	+	+		
	Use Magic Device ■	Cha	=	+	+		
	Use Rope	Dex	=	+	+		
			=	+	+		
			=	+	+		
			=	+	+		
			=	+	+		

Skills marked with ■ can't be use untrained. *ARMOR PENALTY, if any applies.

CAMPAIGN

EXPERIENCE POINTS

GEAR

[illegible]**Total Weight Carried**

$$\square + \square + \square + \square + \square + \square$$

WEALTH









TYPE	PIECE	LOCATION
Bitasen		
Shichusen		
Toraisen		
Koku		

LANGUAGES

ALLEGIANCES

FEATS / SPECIAL ABILITIES

[illegible]

		0			FAILURE
					

		2nd			POINTS



 4th
 

 CURRENT SPEL
POINTS

		6th	