

Character _____ Player _____
 Race _____ Class _____ Level _____ O.R. _____
 Alignment _____ Deity/Religion _____



Ability Scores		
	Score	Mod.
STR		
DEX		
CON		
INT		
WIS		
CHA		

HP	wounds	Health Notes
		Die Type
Regeneration		Damage Reduction
Energy Resistance (_____)		Spell Resistance

Saving Throws					
Save	Total	Base	Ability Mod.	Misc. Mod.	Magic Mod.
Fortitude (CON)					
Reflex (DEX)					
Will (WIS)					
Fear (WIS)					
Horror (WIS)					
Madness (WIS)					

Armor		Armor	Shield	Dex	Wis	Size	Natural	Misc
	=10+							
Class		Additional Modifiers						

Combat Modifiers						
Type	Total	Base	Ability	Size	Magic	Misc.
Initiative (DEX)		N/A				
Melee (STR)						
Ranged (DEX)						

Weapons & Armor						
Weapon	Alt. Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Alt. Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Alt. Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Alt. Bonus	Damage	Critical	Range	Type	Size
Notes						
Armor	Def. Bonus	Mag. Bonus	Armor Check Pen	Max Dex Bonus	Arcane Spell Failure	
Notes:						
Armor	Def. Bonus	Mag. Bonus	Armor Check Pen	Max Dex Bonus	Arcane Spell Failure	
Notes:						

Path of Corruption	
Merits	Flaws
1.	
2.	
3.	
4.	
5.	
6.	Darklord

Skills						
Max Ranks = lev. +3	C.	Key Ab.	Total	Ability Mod.	Ranks	Misc.
Alchemy	<input type="checkbox"/>	INT				
Animal Empathy	<input type="checkbox"/>	CHA				
Appraise ■	<input type="checkbox"/>	INT				
Balance ■	<input type="checkbox"/>	DEX*				
Bluff ■	<input type="checkbox"/>	CHA				
Climb ■	<input type="checkbox"/>	STR*				
Concentration ■	<input type="checkbox"/>	CON				
Craft (_____) ■	<input type="checkbox"/>	INT				
Craft (_____) ■	<input type="checkbox"/>	INT				
Craft (_____) ■	<input type="checkbox"/>	INT				
Craft (_____) ■	<input type="checkbox"/>	INT				
Decipher Script	<input type="checkbox"/>	INT				
Diplomacy ■	<input type="checkbox"/>	CHA				
Disable Device	<input type="checkbox"/>	INT				
Disguise ■	<input type="checkbox"/>	CHA				
Escape Artist ■	<input type="checkbox"/>	DEX*				
Forgery ■	<input type="checkbox"/>	INT				
Gather Information ■	<input type="checkbox"/>	CHA				
Handle Animal	<input type="checkbox"/>	CHA				
Heal ■	<input type="checkbox"/>	WIS				
Hide ■	<input type="checkbox"/>	DEX*				
Hypnosis	<input type="checkbox"/>	CHA				
Innuendo	<input type="checkbox"/>	WIS				
Intimidate ■	<input type="checkbox"/>	CHA				
Intuit Direction	<input type="checkbox"/>	WIS				
Jump ■	<input type="checkbox"/>	STR*				
Knowledge (Arcana)	<input type="checkbox"/>	INT				
Knowledge (Religion)	<input type="checkbox"/>	INT				
Knowledge (Nature)	<input type="checkbox"/>	INT				
Knowledge (Monsr Lore)	<input type="checkbox"/>	INT				
Knowledge (Ravenloft)	<input type="checkbox"/>	INT				
Knowledge (Lore Skills) ■	<input type="checkbox"/>	INT				
Knowledge (_____)	<input type="checkbox"/>	INT				
Knowledge (_____)	<input type="checkbox"/>	INT				
Listen ■	<input type="checkbox"/>	WIS				
Move Silently ■	<input type="checkbox"/>	DEX*				
Open Lock	<input type="checkbox"/>	DEX				
Perform ■ (_____)	<input type="checkbox"/>	CHA				
(_____)						
(_____)						
Pick Pocket	<input type="checkbox"/>	DEX*				
Profession (_____)	<input type="checkbox"/>	WIS				
Profession (_____)	<input type="checkbox"/>	WIS				
Read Lips	<input type="checkbox"/>	INT				
Ride ■	<input type="checkbox"/>	DEX				
Scry ■	<input type="checkbox"/>	INT				
Search ■	<input type="checkbox"/>	INT				
Sense Motive ■	<input type="checkbox"/>	WIS				
Spellcraft	<input type="checkbox"/>	INT				
Spot ■	<input type="checkbox"/>	WIS				
Swim ■	<input type="checkbox"/>	STR				
Tumble	<input type="checkbox"/>	DEX*				
Use Magic Device	<input type="checkbox"/>	CHA				
Use Rope ■	<input type="checkbox"/>	DEX				
Wilderness Lore ■	<input type="checkbox"/>	WIS				

■ can be used untrained - * Armor check penalty

