

Character		Player Name	
Race	Caste		
Alignment	Sex	Age	Skín
Ht Wt	Hair	Eyes	
Class		Level	
XP	XP Next Leve	l	_ XP Bonus
Languages			

Combat Hít Race and Class Abilities: Points Bonus Ability Score Modifiers Dice Ranged 2 INT Melee CHA Background Skill Current Initiative Hit Points WI\$ DEX CON Saving Throw Armor Class Skill Class STR Base Shields vs Range Unarmored AC ē₽₩:

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Weapons 🕂		
Weapon : Dmg: Range (Feet):Short_ AC hit Mod:(12-)	Speed: Medium _(13-14)(15-17)	Total Bonus to Hit Rof: Long (18+)
	Speed: Medium _(13-14)(15-17)	
Weapon : Dmg: Range (Feet):Short AC bit Mod (12)	Speed: Medium	Total Bonus to Hit Rof: Long (18+)
AC 111 MOd: (12-)		(18+)
		(18+) Total Bonus to Hit Rof: _Long _(18+)

Armor Type:_ Base AC: ____

AC Penalty:_

Shields:

Notes

Material:

Shield Notes:_

Non-encumbering and Pack Animal items Amount

Properties and titles

_ Material:

Bonus:

Armor Notes:

__Encumbrance:_