



# CHARACTER STARTER

Character Name \_\_\_\_\_

Race \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_

Gender \_\_\_\_\_ Alignment \_\_\_\_\_ Deity \_\_\_\_\_

## RACIAL TRAITS

- HUMAN**  
MEDIUM SIZE  
BASE SPEED 30FT.  
1 EXTRA FEAT AT 1ST LEVEL  
4 EXTRA SKILL POINTS AT 1ST LEVEL  
1 EXTRA SKILL POINT EACH LEVEL AFTER 1ST  
AUTOMATIC LANGUAGE: COMMON  
FAVORED CLASS: ANY
- SHIELD DWARVES (STANDARD)**  
+2 CONSTITUTION, -2 CHARISMA  
MEDIUM SIZE  
BASE SPEED 20FT.  
DARKVISION 60FT.  
STONECUNNING, +2  
+2 RACIAL BONUS VS. POISON  
+2 RACIAL BONUS VS. SPELLS / SPELL-LIKE EFFECTS  
+1 ATTACK BONUS VS. ORCS AND GOBLINOIDS  
+4 DODGE BONUS VS. GIANTS  
+2 APPRAISE CHECKS RARE & EXOTIC ITEMS  
AUTOMATIC LANGUAGE: COMMON, DWARVEN  
FAVORED CLASS: FIGHTER
- GOLD DWARVES**  
+2 CONSTITUTION, -2 DEXTERITY  
MEDIUM SIZE  
BASE SPEED 20FT.  
DARKVISION 60FT.  
STONECUNNING, +2  
+2 RACIAL BONUS VS. POISON  
+2 RACIAL BONUS VS. SPELLS / SPELL-LIKE EFFECTS  
+1 ATTACK BONUS VS. ABERRATIONS  
+4 DODGE BONUS VS. GIANTS  
+2 APPRAISE CHECKS RARE & EXOTIC ITEMS  
AUTOMATIC LANGUAGE: COMMON, DWARVEN  
FAVORED CLASS: FIGHTER
- MOON ELVES (STANDARD)**  
+2 DEXTERITY, -2 CONSTITUTION  
MEDIUM SIZE  
BASE SPEED 30FT.  
IMMUNITY TO MAGICAL SLEEP  
+2 RACIAL BONUS VS. ENCHANTMENTS  
LOW-LIGHT VISION  
PROFICIENT W/ EITHER LONGBOW OR RAPIER  
+2 RACIAL BONUS ON LISTEN, SEARCH & SPOT CHECKS  
AUTOMATIC LANGUAGE: COMMON, ELVEN  
FAVORED CLASS: WIZARD
- SUN ELVES**  
+2 INTELLIGENCE, -2 CONSTITUTION  
MEDIUM SIZE  
BASE SPEED 30FT.  
IMMUNITY TO MAGICAL SLEEP  
+2 RACIAL BONUS VS. ENCHANTMENTS  
LOW-LIGHT VISION  
PROFICIENT W/ EITHER LONGBOW OR RAPIER  
+2 RACIAL BONUS ON LISTEN, SEARCH & SPOT CHECKS  
AUTOMATIC LANGUAGE: COMMON, ELVEN  
FAVORED CLASS: WIZARD
- WILD ELVES**  
+2 DEXTERITY, -2 INTELLIGENCE  
MEDIUM SIZE  
BASE SPEED 30FT.  
IMMUNITY TO MAGICAL SLEEP  
+2 RACIAL BONUS VS. ENCHANTMENTS  
LOW-LIGHT VISION  
PROFICIENT W/ EITHER LONGBOW OR RAPIER  
+2 RACIAL BONUS ON LISTEN, SEARCH & SPOT CHECKS  
AUTOMATIC LANGUAGE: COMMON, ELVEN  
FAVORED CLASS: SORCERER
- WOOD ELVES**  
+2 STRENGTH, +2 DEXTERITY  
-2 CONSTITUTION, -2 INTELLIGENCE, -2 CHARISMA  
MEDIUM SIZE  
BASE SPEED 30FT.  
IMMUNITY TO MAGICAL SLEEP  
+2 RACIAL BONUS VS. ENCHANTMENTS  
LOW-LIGHT VISION  
PROFICIENT W/ EITHER LONGBOW OR RAPIER  
+2 RACIAL BONUS ON LISTEN, SEARCH & SPOT CHECKS  
AUTOMATIC LANGUAGE: COMMON, ELVEN  
FAVORED CLASS: RANGER
- ROCK GNOMES (STANDARD)**  
+2 CONSTITUTION, -2 STRENGTH  
SMALL SIZE  
BASE SPEED 20FT.  
LOW-LIGHT VISION  
+2 RACIAL BONUS VS. ILLUSIONS  
+1 ATTACK BONUS VS. KOBOLDS & GOBLINOIDS  
+4 DODGE BONUS VS. GIANTS  
+2 RACIAL BONUS ON LISTEN CHECKS  
+2 RACIAL BONUS ON ALCHEMY CHECKS  
CAST DANCING LIGHTS, GHOST SOUND & PRESTIDIGITATION 1/DAY  
AUTOMATIC LANGUAGE: COMMON, GNOME  
FAVORED CLASS: ILLUSIONIST
- HALF-ELVES**  
MEDIUM SIZE  
BASE SPEED 30FT.  
IMMUNITY TO MAGICAL SLEEP  
+2 RACIAL BONUS VS. ENCHANTMENTS  
LOW-LIGHT VISION  
+1 RACIAL BONUS ON LISTEN, SEARCH & SPOT CHECKS  
ELVEN BLOOD  
AUTOMATIC LANGUAGE: COMMON, ELVEN  
FAVORED CLASS: ANY
- HALF-ORC**  
+2 STRENGTH, -2 INTELLIGENCE, -2 CHARISMA  
MEDIUM SIZE  
BASE SPEED 30FT.  
DARKVISION 60FT.  
ORC BLOOD  
AUTOMATIC LANGUAGE: COMMON, ORC  
FAVORED CLASS: BARBARIAN
- LIGHTFOOT HALFLING (STANDARD)**  
+2 DEXTERITY, -2 STRENGTH  
SMALL SIZE  
BASE SPEED 20FT.  
+2 RACIAL BONUS ON CLIMB, JUMP & MOVE CHECKS  
+1 RACIAL BONUS ON ALL SAVING THROWS  
+2 MORAL BONUS VS. FEAR  
+2 RACIAL BONUS ON LISTEN CHECKS  
AUTOMATIC LANGUAGE: COMMON, HALFLING  
FAVORED CLASS: ROGUE
- STRONGHEART HALFLING**  
+2 DEXTERITY, -2 STRENGTH  
SMALL SIZE  
BASE SPEED 20FT.  
1 EXTRA FEAT AT 1ST LEVEL  
+2 RACIAL BONUS ON CLIMB, JUMP & MOVE CHECKS  
+2 MORAL BONUS VS. FEAR  
+2 RACIAL BONUS ON LISTEN CHECKS  
AUTOMATIC LANGUAGE: COMMON, HALFLING  
FAVORED CLASS: ROGUE

## ABILITY ROLLS

STR

DEX

CON

INT

WIS

CHA

## FEATS

# AVAILABLE

### GENERAL

ALERTNESS  
AMBIDEXTERITY  
ARMOR PROFICIENCY-LIGHT  
ARMOR PROFICIENCY-MEDIUM  
ARMOR PROFICIENCY-HEAVY  
BLIND-FIGHT  
COMBAT CASTING  
COMBAT REFLEXES  
DODGE

MOBILITY  
SPRING ATTACK

ENDURANCE  
EXOTIC WEAPON PROFICIENCY\*  
EXPERTISE

IMPROVED DISARM  
IMPROVED TRIP  
WHIRLWIND ATTACK

GREAT FORTITUDE  
IMPROVED CRITICAL\*  
IMPROVED INITIATIVE  
IMPROVED UNARMED STRIKE

DEFLECT ARROWS  
STUNNING FIST

IRON WILL  
LEADERSHIP  
LIGHTNING REFLEXES  
MARTIAL WEAPON PROFICIENCY\*  
MOUNTED COMBAT

MOUNTED ARCHERY  
TRAMPLE  
RIDE-BY ATTACK  
SPIRITED CHARGE

POINT BLANK SHOT  
FAR SHOT  
PRECISE SHOT  
RAPID SHOT  
SHOT ON THE RUN

POWER ATTACK  
CLEFT  
IMPROVED BULL RUSH  
SUNDER  
GREAT CLEAVE

QUICK DRAW  
RUN  
SHIELD PROFICIENCY  
SIMPLE WEAPON PROFICIENCY

SKILL FOCUS\*  
SPELL FOCUS\*  
SPELL PENETRATION  
TOUGHNESS\*\*  
TRACK

TWO-WEAPON FIGHTING  
IMPROVED TWO-WEAPON FIGHTING  
WEAPON FINESSE\*  
WEAPON FOCUS\*

### ITEM CREATION

BREW POTION  
CRAFT MAGIC ARMS AND ARMOR  
CRAFT ROD  
CRAFT STAFF  
CRAFT WAND  
CRAFT WONDROUS ITEM  
FORGE RING  
SCRIBE SCROLL

### METAMAGIC

EMPOWER SPELL  
ENLARGE SPELL  
EXTEND SPELL  
HEIGHTEN SPELL  
MAXIMIZE SPELL  
QUICKEN SPELL  
SILENT SPELL  
STILL SPELL

### SPECIAL

EXTRA TURNING\*\*  
SPELL MASTERY\*  
WEAPON SPECIALIZATION\*

### SWORD AND FIST

BLINDSIGHT, 5-FOOT RADIUS  
CIRCLE KICK  
CLOSE-QUARTERS FIGHTING  
DEATH BLOW  
DIRTY FIGHTING  
DUAL STRIKE  
EAGLE CLAW ATTACK  
EXPERT TACTICIAN  
EXTRA STUNNING ATTACK  
EYES IN THE BACK OF YOUR HEAD  
FEIGN WEAKNESS  
FIST OF IRON  
HOLD THE LINE  
IMPROVED OVERRUN  
IMPROVED SUNDER  
KNOCK-DOWN  
LIGHTING FIST  
MANTIS LEAP  
MONKEY GRIP  
OFF-HAND PARRY  
PAIN TOUCH  
PIN SHIELD  
POWER LUNGE  
PRONE ATTACK  
RAPID RELOAD  
REMAIN CONSCIOUS  
SHARP-SHOOTING  
SHIELD EXPERT  
SNATCH ARROWS  
THROW ANYTHING  
ZEN ARCHERY

## LANGUAGES

# AVAILABLE

### LANGUAGE

ABYSSAL  
AQUAN  
AURAN  
CELESTIAL  
COMMON  
DRACONIC  
DRUIDIC  
DWARVEN  
ELVEN  
GNOME  
GOBLIN  
GIANT  
GNOLL  
HALFLING  
INAN  
INFERNAL  
ORC  
SYLVAN  
TERRAN  
UNDERCOMMON

### TYPICAL SPEAKERS

DEMONS, CHAOTIC EVIL OUTSIDERS  
WATER-BASED CREATURES  
AIR-BASED CREATURES  
GOOD OUTSIDERS  
HUMANS, HALFLINGS, HALF-ELVES, HALF-ORCS  
KOBOLDS, TROGLODYTES, LIZARDFOLK, DRAGONS  
DRUIDS (ONLY)  
DWARVES  
ELVES  
GNOMES  
GOBLINS, HOBGOBLINS, BUGBEARS  
ETTINS, ORGERS, GIANTS  
GNOLLS  
HALFLINGS  
FIRE-BASED CREATURES  
DEVILS, LAWFUL EVIL OUTSIDERS  
ORCS  
DRYADS, BROWNIES, LEPRECHAUNS  
XORN AND OTHER EARTH-BASED CREATURES  
DROW, MIND FLAYERS



# EQUIPMENT

## ADVENTURING GEAR

ITEM	WEIGHT
❖ BACKPACK	2
❖ BARREL	30
❖ BASKET	1
❖ BEDROLL	5
❖ BELL	0
❖ BLANKET (WINTER)	3
❖ BLOCK & TACKLE	5
❖ BOTTLE (WINE GLASS)	0
❖ BUCKET	2
❖ CALTROP	2
❖ CANDLE	0
❖ CANVAS (PER SQ YD)	1
❖ CHAIN (PER 10')	2
❖ CHALK (1 PIECE)	0
❖ CHEST	25
❖ CROWBAR	5
❖ FIREWOOD (PER DAY)	20
❖ FISHHOOK	0
❖ FISHING NET (25SQ-FT.)	5
❖ FLASK	0
❖ FLINT & STEEL	0
❖ GRAPPLING HOOK	4
❖ HAMMER	2
❖ HOURGLASS	1
❖ INK (1 OZ VIAL)	0
❖ INKPEN	0
❖ JUG (CLAY)	9
❖ LADDER (10FT.)	20
❖ LAMP-COMMON	1
❖ LANTERN-BULLSEYE	3
❖ LANTERN-HOODED	2
❖ LOCK-AMAZING	1
❖ LOCK-AVERAGE	1
❖ LOCK-GOOD	1
❖ LOCK-VERY SIMPLE	1
❖ MANACLES	2
❖ MANACLES (MASTERWORK)	2
❖ MAP CASE	0.5
❖ MIRROR-SMALL STEEL	0.5
❖ MUG/TANKARD (CLAY)	1
❖ OIL (1 PINT FLASK)	1
❖ PAPER (SHEET)	0
❖ PARCHMENT (SHEET)	0
❖ PICK-MINER'S	10
❖ PITCHER (CLAY)	5
❖ PITON	0.5
❖ POLE (10FT)	8
❖ POT (IRON)	10
❖ POUCH-BELT	3
❖ RAM-PORTABLE	20
❖ RATIONS-TRAIL (PER DAY)	1
❖ ROPE-HEMP (50')	10
❖ ROPE-SILK (50')	5
❖ SACK	0.5
❖ SEALING WAX	1
❖ SEWING NEEDLE	0
❖ SIGNAL WHISTLE	0.1
❖ SIGNET RING	0
❖ SLEDGE	10
❖ SOAP (LB)	1
❖ SPADE/SHOVEL	8
❖ SPYGLASS	1
❖ TENT	20
❖ TORCH	1
❖ VIAL-INK OR POTION	0
❖ WATERSKIN	4
❖ WHETSTONE	1

## CLASS TOOLS & SKILL KITS

ITEM	WEIGHT
❖ ALCHEMISTS' LAB	40
❖ ARTISAN'S TOOLS	5
❖ ARTISAN'S TOOLS (MASTERWORK)	5
❖ CLIMBER'S KIT	5
❖ DISGUISE KIT	8
❖ HEALER'S KIT	1
❖ HOLLY & MISTLETOE	0
❖ HOLY SYMBOL-SILVER	1
❖ HOLY SYMBOL-WOODEN	0.1
❖ MAGNIFYING GLASS	0
❖ MUSICAL INSTRUMENT	3
❖ MUSICAL INSTRUMENT (MASTERWORK)	3
❖ SCALE-MERCHANT'S	1
❖ SPELL COMPONENT POUCH	3
❖ SPELLBOOK-WIZARD'S	3
❖ THIEVES' TOOLS	1
❖ THIEVES' TOOLS (MASTERWORK)	2
❖ WATER CLOCK	200

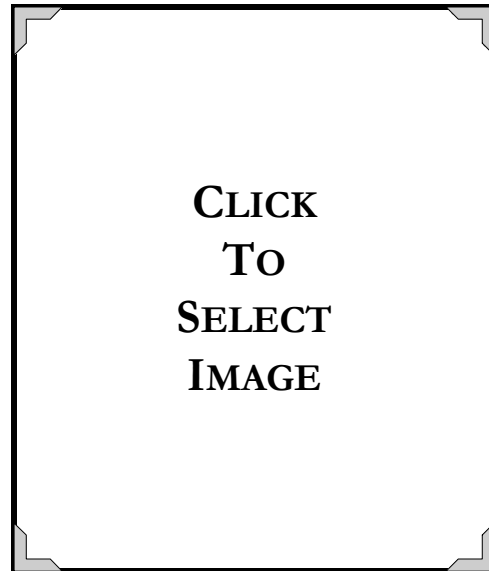
## CLOTHING

ITEM	WEIGHT
❖ ARTISAN'S OUTFIT	4
❖ CLERIC'S VESTMENTS	6
❖ COLD WEATHER OUTFIT	7
❖ COURTIER'S OUTFIT	6
❖ ENTERTAINER'S OUTFIT	4
❖ EXPLORER'S OUTFIT	8
❖ MONK'S OUTFIT	2
❖ NOBLE'S OUTFIT	10
❖ PEASANT'S OUTFIT	2
❖ ROYAL OUTFIT	15
❖ SCHOLAR'S OUTFIT	6
❖ TRAVELLER'S OUTFIT	5

## SPECIAL & SUPERIOR ITEMS

ITEM	WEIGHT
❖ ACID (1 PINT FLASK)	1.25
❖ ALCHEMIST'S FIRE (1 PINT FLASK)	1.25
❖ ALCHEMIST'S MERCY (BAG)	0.1
❖ ANTITOXIN (VIAL)	0
❖ ARMOR SOFT (JAR)	0.5
❖ COOLING GEL (JAR)	0.5
❖ COURIER'S INK (VIAL)	0
❖ FIRE BEETLE PASTE (JAR)	0.5
❖ FIREBANE (JAR)	0.5
❖ FIRESTONE	0
❖ FLASH POWDER (BAG)	0.1
❖ FREE FOOT (1 PINT FLASK)	1
❖ HOLDFAST (VIAL)	0
❖ HOLY WATER (1 PINT FLASK)	1.25
❖ ICE CRYSTAL	0
❖ INSECT REPELLENT (VIAL)	0
❖ LIQUID ICE (VIAL)	0
❖ NIGHT EYES (VIAL)	0
❖ POWDERED WATER (BAG)	0.05
❖ RED RAGER (1 PINT FLASK)	1
❖ SLIMEBANE (1 PINT FLASK)	1.5
❖ SLIPPERY OIL (VIAL)	0
❖ SMOKESTICK	0.1
❖ SNEEZING POWDER (BAG)	0.1
❖ SOFTSHOE POWDER (BAG)	0.1
❖ SOUPSTONE	0
❖ STONECLOTH (PER SQ FT.)	1
❖ SUNROD	0.5
❖ TANGLE WIRE (10FT.)	0.1
❖ TANGLEFOOT BAG	4
❖ TINDERTWIG (10 TWIGS)	0
❖ TRAVELER'S SOLACE (VIAL)	0
❖ TRUTH WINE (1 PINT FLASK)	1.25
❖ VAPORS OF SLEEP (VIAL)	0

# CHARACTER INFORMATION




AGE

GENDER

WEIGHT

HEIGHT



HAIR COLOR \_\_\_\_\_

EYE COLOR \_\_\_\_\_

SKIN TONE \_\_\_\_\_

BUILD \_\_\_\_\_

DISTINGUISHING MARKS \_\_\_\_\_

RESIDENCE \_\_\_\_\_

PATRON / RELIGION \_\_\_\_\_

FRIENDS \_\_\_\_\_

ENEMIES \_\_\_\_\_

PHOBIAS \_\_\_\_\_



Character Name \_\_\_\_\_ Player \_\_\_\_\_  
 Class \_\_\_\_\_ Level \_\_\_\_\_  
 Race \_\_\_\_\_ Gender \_\_\_\_\_ Deity \_\_\_\_\_ Alignment \_\_\_\_\_



**ABILITIES**

AC  $\text{[ ]} = 10 + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]}$  ft.

SCORE MODIFIER

STR  $\text{[ ]} \text{[ ]}$  AC VS. TOUCH  $\text{[ ]}$  AC FLAT-FOOTED  $\text{[ ]}$  ARCANE SPELL FAILURE  $\text{[ ]}$  MAX. DEX BONUS  $\text{[ ]}$

DEX  $\text{[ ]} \text{[ ]}$  DAMAGE REDUCTION  $\text{[ ]}$  MISS CHANCE  $\text{[ ]}$  ARMOR CHECK  $\text{[ ]}$  SPELL RESISTANCE  $\text{[ ]}$

CON  $\text{[ ]} \text{[ ]}$

INT  $\text{[ ]} \text{[ ]}$

WIS  $\text{[ ]} \text{[ ]}$

CHA  $\text{[ ]} \text{[ ]}$

TOTAL CURRENT HP SUBDUAL DAMAGE

HP  $\text{[ ]} \text{[ ]} \text{[ ]}$

BASE ATTACK  $\text{[ ]} \text{[ ]} \text{[ ]} \text{[ ]}$

SPEED

**SAVING THROWS**

TOTAL BASE ABILITY MAGIC MISC. TEMP NOTES

FORT  $\text{[ ]} = \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]}$

REF  $\text{[ ]} = \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]}$

WILL  $\text{[ ]} = \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]}$

INIT  $\text{[ ]} = \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]}$

MELEE TOTAL

$\text{[ ]} \text{[ ]} \text{[ ]} \text{[ ]} = \text{[ ]} \text{[ ]} \text{[ ]} \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]}$

RANGED TOTAL

$\text{[ ]} \text{[ ]} \text{[ ]} \text{[ ]} = \text{[ ]} \text{[ ]} \text{[ ]} \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]}$

**SKILLS**

SKILL MODIFIER RANK ABILITY MODIFIER MISC

- ALCHEMY
- ANIMAL EMPATHY
- APPRAISE ■
- BALANCE ■❖
- BLUFF ■
- CLIMB ■❖
- CONCENTRATION ■
- CRAFT ■ \_\_\_\_\_
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- ESCAPE ARTIST ■❖
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■❖
- INNUENDO
- INTIMIDATE ■
- INTUIT DIRECTION
- JUMP ■❖
- KNOWLEDGE (ARCANA)
- KNOWLEDGE (NATURE)
- KNOWLEDGE (RELIGION)
- KNOWLEDGE \_\_\_\_\_
- LISTEN ■
- MOVE SILENTLY ■❖
- OPEN LOCK
- PERFORM ■
- PICK POCKET ❖
- PROFESSION \_\_\_\_\_
- READ LIPS
- RIDE ■
- SCRY ■
- SEARCH ■
- SENSE MOTIVE ■
- SPELLCRAFT
- SPOT ■
- SWIM ■Ⓢ
- TUMBLE ❖
- USE MAGIC DEVICE
- USE ROPE ■
- WILDERNESS LORE ■
- \_\_\_\_\_

**WEAPONS**

NAME	TYPE	SIZE	HAND	WEIGHT	
				lb..	
BONUS	MAGIC	HAND	FEAT 1	FEAT 2	MISC.
$\text{[ ]} = \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]} + \text{[ ]}$					
DAMAGE		CRITICAL		RANGE	
				ft.	
M/R		SPECIAL PROPERTIES			

**AMMUNITION**

$\text{[ ]} \text{[ ]}$

**ARMOR / PROTECTIVE ITEMS**

NAME	TYPE	ARMOR BONUS	MAX. DEX BONUS	CHECK	SPELL	
					%	
WEIGHT	SPEED	SPECIAL PROPERTIES				
NAME		TYPE	ARMOR BONUS	MAX. DEX BONUS	CHECK	SPELL
						%
WEIGHT	SPEED	SPECIAL PROPERTIES				
NAME		TYPE	ARMOR BONUS	MAX. DEX BONUS	CHECK	SPELL
						%
WEIGHT	SPEED	SPECIAL PROPERTIES				
NAME		TYPE	ARMOR BONUS	MAX. DEX BONUS	CHECK	SPELL
						%
WEIGHT	SPEED	SPECIAL PROPERTIES				
NAME		TYPE	ARMOR BONUS	MAX. DEX BONUS	CHECK	SPELL
						%

Skills marked with ■ can normally be used even if the character has zero (0) skill ranks.  
 ❖ ARMOR CHECK PENALTY, if any applies. Ⓢ -1 per 5 lb.. of gear.



Name \_\_\_\_\_ Distinguishing Marks \_\_\_\_\_  
Race \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Age \_\_\_\_\_ Residence \_\_\_\_\_  
Hair \_\_\_\_\_ Skin Tone \_\_\_\_\_ Fears / Phobias \_\_\_\_\_  
Eyes \_\_\_\_\_ Build \_\_\_\_\_ Mannerisms \_\_\_\_\_

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## CHARACTER INFORMATION

FRIENDS & CONTACTS

ENEMIES

BACKGROUND INFORMATION

CHARACTER HISTORY

