

ABILITY SCORES

2

	NATURAL SCORE		INHERENT BONUS/DRAIN	ENHANCEMENT	DAMAGE	=	SCORE	MODIFIER	
STRENGTH		+				=			STR
DEXTERITY		+				=			DEX
CONSTITUTION		+				=			CON
INTELLIGENCE		+				=			INT
WISDOM		+				=			WIS
CHARISMA		+				=			CHA

HIT POINTS

TOTAL	TEMPORARY	WOUNDS	NONLETHAL	DAMAGE REDUCTION

SAVING THROWS

		CLASS 1	CLASS 2	CLASS 3	+	ABILITY	MAGIC	TEMP/MISC	CONDITIONALS
FORTITUDE					+	CON			
REFLEX					+	DEX			
WILL					+	WIS			

ARMOR

<input type="text"/>	= 10 +	<input type="text"/>						
ARMOR CLASS		ARMOR	SHIELD	DEX	SIZE	NATURAL ARMOR	DEFLECTION	MISC
FLAT-FOOTED	<input type="text"/>	TOUCH	<input type="text"/>	MISS CHANCE	<input type="text"/>	SPELL RESISTANCE	<input type="text"/>	

ARMOR	AC BONUS	MAX DEX	CHECK PENALTY	ARCANE FAILURE	SPEED / RUN ×

SHIELD	AC BONUS	MAX DEX	CHECK PENALTY	ARCANE FAILURE

EQUIPMENT

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SLOT	WT	REFERENCE
HELM		
MASK		
AMULET		
CLOAK		
VEST		
ARMOR		
BRACERS		
GLOVES		
RING		
RING		
BELT		
BOOTS		

CONTAINER	LOAD	MAX	VOLUME	WT	REFERENCE
WEIGHT ON SELF	<input type="text"/>	ON OTHERS	<input type="text"/>		

FOLLOWERS & BEASTS

NAME & RACE	CLASS LEVELS	HIT DICE	HIT POINTS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INIT	SPEED	ARMOR	ATTACK
	STR	DEX	CON
	INT	WIS	CHA

NAME & RACE	CLASS LEVELS	HIT DICE	HIT POINTS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INIT	SPEED	ARMOR	ATTACK
	STR	DEX	CON
	INT	WIS	CHA

NAME & RACE	CLASS LEVELS	HIT DICE	HIT POINTS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INIT	SPEED	ARMOR	ATTACK
	STR	DEX	CON
	INT	WIS	CHA

