

LOREFINDER

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

HP TOTAL DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE TOTAL DEX MODIFIER MISC MODIFIER

AC = 10 + + + + + + + +

TOTAL ARMOUR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOUR DEX MODIFIER MISC MODIFIER

TOUCH **FLAT-FOOTED** TOTAL

FORTITUDE = + + + + + + TOTAL

REFLEX = + + + + + + TOTAL

WILL = + + + + + + TOTAL

BASE ATTACK BONUS **SPELL RESISTANCE**

CMB = + + + + TOTAL

TOTAL ARMOUR BONUS SHIELD BONUS DEX MODIFIER

CMD = + + + + 10 TOTAL

TOTAL ARMOUR BONUS SHIELD BONUS DEX MODIFIER DEX MODIFIER

WEAPON ATTACK BONUS CRITICAL

TYPE RANGE AMMUNITION DAMAGE

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TYPE RANGE AMMUNITION DAMAGE

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TYPE RANGE AMMUNITION DAMAGE

DRIVE

SPEED FT. SQ. FT. SQ. TEMP MODIFIERS

BASE SPEED WITH ARMOUR

FLY FT. MANEUVERABILITY SWIM FT. CLIMB FT. BURROW

INVESTIGATIVE SKILLS

CUNNING APPRAISE BATTLEFIELD SCOUT DISGUISE LOCAL KNOWLEDGE PERFORM PROFESSION SEARCH

LORE ARCANA CULTURE [] CULTURE [] CULTURE [] DUNGEONEERING ENGINEERING GEOGRAPHY HISTORY LINGUISTICS MEDICINE NATURE NOBILITY PLANAR LORE RELIGION

INTERPERSONAL BLUFF CHARM DIPLOMACY INTIMIDATE INSPIRATION SENSE MOTIVE

BOOST RATING • POOL

GENERAL SKILLS

ACROBATICS _____ = DEX _____ + _____ + _____

CLIMB _____ = STR _____ + _____ + _____

CRAFT [] _____ = INT _____ + _____ + _____

CRAFT [] _____ = INT _____ + _____ + _____

CRAFT [] _____ = INT _____ + _____ + _____

DISABLE DEVICE _____ = DEX _____ + _____ + _____

ESCAPE ARTIST _____ = DEX _____ + _____ + _____

FLY _____ = DEX _____ + _____ + _____

HANDLE ANIMAL _____ = WIS _____ + _____ + _____

HEAL _____ = WIS _____ + _____ + _____

PERCEPTION _____ = WIS _____ + _____ + _____

RIDE _____ = DEX _____ + _____ + _____

SLEIGHT OF HAND _____ = DEX _____ + _____ + _____

SPELLCRAFT _____ = INT _____ + _____ + _____

STEALTH _____ = DEX _____ + _____ + _____

SURVIVAL _____ = WIS _____ + _____ + _____

SWIM _____ = STR _____ + _____ + _____

USE MAGIC DEVICE _____ = CHA _____ + _____ + _____

TOTAL ABILITY MODIFIER RANKS MISC MODIFIER

CONDITIONAL MODIFIERS

A.C. ITEMS

BONUS

TYPE

CHECK PENALTY

SPELL FAILURE

WEIGHT

PROPERTIES

TOTALS

GEAR

ITEM

WT.

TOTALS

LIGHT LOAD

LIFT OVER HEAD

MEDIUM LOAD

LIFT OFF GROUND

HEAVY LOAD

DRAG OR PUSH

MONEY

CP
SP
GP
PP

FEATS

SPECIAL ABILITIES

EXPERIENCE POINTS

NEXT LEVEL

SPELLS

SPILLS KNOWN	SPELL SAVE DC	LEVEL	SPILLS PER DAY	BONUS SPILLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	—
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 | | | | | | | | | |

1ST | | | | | | | | | |

2ND | | | | | | | | | |

3RD | | | | | | | | | |

4TH | | | | | | | | | |

5TH | | | | | | | | | |

6TH | | | | | | | | | |

7TH | | | | | | | | | |

8TH | | | | | | | | | |

9TH | | | | | | | | | |