

A Chance Run-in Demo Character Sheets

Character Name: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Race: Select ___ Dwarf ___ Human ___ Half-orc **Size:** Medium-size **Gender:** _____
Class: Fighter **Level:** 1 **Alignment:** choose any non-evil: _____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma	___	___

Languages: Common, dwarven or orc
Money: 10 gp

Saving Throws

Type	Total	=	Base	+	Ability	+	Misc.	Bonuses
			Save		Mod			
Reflex (Dex)	___	=	0	+	___	+	*	(Dwarf): *+2 vs. poison and spells
Fortitude (Con)	___	=	+2	+	___	+	*	
Will (Wis)	___	=	0	+	___	+	*	

Armor		Armor	Shield	Dex	Size	Misc.	Hit Points [10+Con mod]
Class	=	10	+ Bonus	+ Bonus	+ Mod	+ Mod	+ Mod
___	=	10	+ +4	+ +2	+ ___	+ 0	

Armor Type / Bonus: Scale mail/+4

Shield Type / Bonus: Large wooden shield/+2

Check Penalty: -6

Movement: 15' (20' human and half-orc)

Total = **Dex Mod** + **Misc.**

Spell Failure: n/a

Weight: 40 lb.

Initiative: _____

_____ = _____ + +4 (human)

Melee	Base	Str	Size	Ranged	Base	Dex	Size
Attack	Attack	+ Mod	+ Mod	Attack	Attack	+ Mod	+ Mod
___	=	+1	+ 0	___	=	+1	+ 0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
<u>(Dwarf) dwarven waraxe [focus]</u>	___	<u>1d10</u>	<u>x3</u>	___	<u>15 lb.</u>	<u>Med.</u>	<u>Slash</u>
<u>(Human, half-orc) bastard swd [focus]</u>	___	<u>1d10</u>	<u>x2</u>	___	<u>10 lb.</u>	<u>Med.</u>	<u>Slash</u>
<u>shortbow</u>	___	<u>1d6</u>	<u>x3</u>	<u>60'</u>	<u>2 lb.</u>	<u>Med.</u>	<u>Pierce</u>

Skill (cross-class?)	Total	=	Ranks	+	Mod	+	Armor	Special Abilities, heroic feats, etc.
Choose [2 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.								
<u>Climb</u> [Str]	___	=	___	+	___	+	-6	(Dwarf and half-orc) <u>Darkvision (60')</u>
<u>Jump</u> [Str]	___	=	___	+	___	+	-6	(Dwarf) <u>Intuit unusual stonework (+2)</u>
<u>Ride</u> [Dex]	___	=	___	+	___	+	___	(Dwarf) <u>+2 saves vs. poison and spells</u>
<u>Listen*</u> [Wis]	___	=	___	+	___	+	___	(Dwarf) <u>+1 attack vs. orcs and goblinoids</u>
<u>Search*</u> [Int]	___	=	___	+	___	+	___	(Dwarf) <u>+4 dodge bonus vs. giants</u>
<u>Spot*</u> [Wis]	___	=	___	+	___	+	___	(Dwarf) <u>+2 on Alchemy checks</u>
<u>Swim</u> [Str]	___	=	___	+	___	+	-6	<u>Exotic weapon proficiency (waraxe or bastard sword)</u>
* cross-class skill								<u>Weapon Focus (+1 w/ waraxe or bastard sword)</u>
								(Human) <u>Improved Initiative (+4)</u>

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Quiver with 20 arrows

A Chance Run-in Demo Character Sheets

Character Name: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Race: Select ___ Human ___ Half-orc **Size:** Medium **Gender:** _____
Class: Barbarian **Level:** 1 **Alignment:** choose any non-evil non-lawful: _____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma	___	___

Languages: Common, maybe orc
Money: 8 gp

Saving Throws

Type	Total	=	Base	+	Ability	+	Misc.	Bonuses
			Save		Mod			
Reflex (Dex)	___	=	0	+	___	+	*	
Fortitude (Con)	___	=	+2	+	___	+	*	
Will (Wis)	___	=	0	+	___	+	*	

Armor		Armor	Shield	Dex	Size	Misc.	Hit Points [12+Con mod]
Class	=	10	+ Bonus	+ Bonus	+ Mod	+ Mod	+ Mod
___	=	10	+ +3	+ +0	+ ___	+ 0	

Armor Type / Bonus: Studded leather/+3

Shield Type / Bonus: None

Check Penalty: -1 **Movement:** 40' **Total** = **Dex Mod** + **Misc.**
Spell Failure: n/a **Weight:** 20 lb. **Initiative:** ___ = ___ + ___

Melee	Base	Str	Size	Ranged	Base	Dex	Size
Attack	Attack	Mod	Mod	Attack	Attack	Mod	Mod
___	= +1	+	___	___	= +1	+	0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
<u>Greataxe</u> [focus]	___	<u>1d12</u>	<u>x3</u>	___	<u>20 lb.</u>	<u>Lg.</u>	<u>Slash</u>
<u>Dagger</u>	___	<u>1d4</u>	<u>x2</u>	<u>10'</u>	<u>1 lb.</u>	<u>Tiny</u>	<u>Pierce</u>
<u>Shortbow</u>	___	<u>1d6</u>	<u>x3</u>	<u>60'</u>	<u>2 lb.</u>	<u>Med.</u>	<u>Pierce</u>

Skill (cross-class?)	Total	=	Ranks	+	Mod	+	Armor	Special Abilities, heroic feats, etc.
Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.								
<u>Climb</u> [Str]	___	=	___	+	___	+	-1	(Half-orc) <u>Darkvision (60')</u>
<u>Wilderness Lore</u> [Wis]	___	=	___	+	___	+	___	<u>Weapon Focus (+1 w/ greataxe)</u>
<u>Listen</u> [Wis]	___	=	___	+	___	+	___	(Human) <u>Alertness (+2 on Listen and Spot)</u>
<u>Jump</u> [Str]	___	=	___	+	___	+	-1	<u>Barbarian Rage</u> (+4 Con, +4 Str, +2 Will saves, -2 AC, +2 hp); after rage -2 Str, -2 Con until next encounter; rage lasts 3 + Con mod rounds unless ended earlier
<u>Swim</u> [Str]	___	=	___	+	___	+	-1	
<u>Ride</u> [Dex]	___	=	___	+	___	+	___	<u>Fast Movement (+10 move, included above)</u>
<u>Intimidate</u> [Cha]	___	=	___	+	___	+	___	<u>Cannot read or write</u>
<u>Intuit Direction</u> [Wis]	___	=	___	+	___	+	___	
<u>Spot</u> [Wis] *	___	=	___	+	___	+	___	

* cross-class skill

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Quiver with 20 arrows.

A Chance Run-in Demo Character Sheets

Character Name: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Race: Select ___ Elf ___ Human ___ Half-orc **Size:** Medium-size **Gender:** _____
Class: Ranger **Level:** 1 **Alignment:** choose any non-evil: _____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma	___	___

Languages: Common, elven or orc
Money: 22 gp

Saving Throws

Type	Total	=	Base	+	Ability	+	Misc.	Bonuses
			Save		Mod			
Reflex (Dex)	___	=	0	+	___	+	*	(Elf): * +2 vs Enchantment spells
Fortitude (Con)	___	=	+2	+	___	+	*	
Will (Wis)	___	=	0	+	___	+	*	

Armor		Armor	Shield	Dex	Size	Misc.	Hit Points [10+Con mod]
Class	=	10	+ Bonus	+ Bonus	+ Mod	+ Mod	+ Mod
___	=	10	+ +3	+ +0	+ ___	+ 0	___

Armor Type / Bonus: Studded leather/+3

Shield Type / Bonus: None

Check Penalty: -1 **Movement:** 30' **Total** = **Dex Mod** + **Misc.**
Spell Failure: n/a **Weight:** 20 lb. **Initiative:** ___ = ___ + ___

Melee	Base	Str	Size	Ranged	Base	Dex	Size
Attack	Attack	Mod	Mod	Attack	Attack	Mod	Mod
___	= +1	+	0	___	= +1	+	0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
<u>Long Sword</u>	___	<u>1d8</u>	<u>x2</u>	___	<u>4 lb.</u>	<u>Med.</u>	<u>Slash</u>
<u>Short Sword</u> (off-hand)	___	<u>1d6</u>	<u>x2</u>	___	<u>3 lb.</u>	<u>Sm.</u>	<u>Pierce</u>
<u>Longbow</u>	___	<u>1d8</u>	<u>x3</u>	<u>100'</u>	<u>3 lb.</u>	<u>Lg.</u>	<u>Pierce</u>

When striking with both swords, the ranger is -2 with each attack. If the ranger has a Strength bonus, add only half of it to damage with the short sword, which is in the ranger's off hand.

Skill (cross-class?)	Total	=	Ranks	+	Mod	+	Misc	Special Abilities, heroic feats, etc.
Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.								
<u>Wilderness Lore</u> [Wis]	___	=	___	+	___	+	___	(Half-orc) <u>Darkvision (60')</u>
<u>Animal Empathy</u> [Cha]	___	=	___	+	___	+	___	(Elf) <u>Low-light vision (x2 normal range)</u>
<u>Hide</u> [Dex]	___	=	___	+	___	+	-1	(Elf) <u>Immune to magical sleep, +2 vs Enchantments</u>
<u>Move Silently</u> [Dex]	___	=	___	+	___	+	-1	(Elf) <u>+2 on Search, Spot, and Listen checks</u>
<u>Listen</u> [Wis]	___	=	___	+	___	+	___	(Elf) <u>W/in 5' of secret door, gets search check</u>
<u>Spot</u> [Wis]	___	=	___	+	___	+	___	<u>Fight two-handed (in light armor) with no penalties</u>
<u>Search</u> [Int]	___	=	___	+	___	+	___	<u>Point Blank Shot: +1* with missile weapons up to 30'</u>
<u>Heal</u> [Wis]	___	=	___	+	___	+	___	(Human) <u>Precise Shot: shoot into melee w/out penalty</u>
<u>Intuit Direction</u> [Wis]	___	=	___	+	___	+	___	<u>Favored enemy:</u> _____
<u>Track</u> [Wis]	___	=	___	+	___	+	___	<u>+1 Bluff, Listen, Sense Motive, Spot, Track, vs favored enemy</u>

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Quiver with 20 arrows.

A Chance Run-in Demo Character Sheets

Character Name: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Race: Select ___ Human ___ Half-elf ___ Gnome **Size:** Medium (small for gnome) **Gender:** _____
Class: Paladin **Level:** 1 **Alignment:** choose any non-evil: ___ Lawful good _____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma	___	___

Languages: Common, elven or gnome
Money: 8 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	0	+	___	+	*	(Gnome): +2 vs. illusions
Fortitude (Con)	___	=	+2	+	___	+	*	(Half-Elf): * +2 vs Enchantment spells, +4 vs magical sleep
Will (Wis)	___	=	0	+	___	+	*	Add Cha mod to all saves if positive

Armor Class	=	10	+	Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Misc. Mod	Hit Points [10+Con mod]
___	=	10	+	+4	+	+2	+	___	+	+1 (gnome)	+	0	___

Armor Type / Bonus: Scale mail/+4

Shield Type / Bonus: Large wooden/+2

Check Penalty: -6 **Movement:** 20' (15' for gnome) **Total** = **Dex Mod** + **Misc.**
Spell Failure: n/a **Weight:** 40 lb. **Initiative:** ___ = ___ + +4 (human)

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod	Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	+1	+	___	+	+1 (gnome)	___	=	+1	+	___	+	+1 (gnome)

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
(Human, half-elf) <u>Long Sword</u> [focus]	___	<u>1d8</u>	<u>x2</u>	___	<u>4 lb.</u>	<u>Med.</u>	<u>Slash</u>
(Gnome) <u>Short Sword</u> [focus]	___	<u>1d6</u>	<u>x2</u>	___	<u>3 lb.</u>	<u>Sm.</u>	<u>Pierce</u>
<u>Shortbow</u>	___	<u>1d6</u>	<u>x3</u>	<u>60'</u>	<u>2 lb.</u>	<u>Med.</u>	<u>Pierce</u>

Skill (cross-class?)	Total	=	Ranks	+	Mod	+	Misc.	Special Abilities, heroic feats, etc.
Choose [2 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.								
<u>Heal</u> [Wis]	___	=	___	+	___	+	___	(Half-Elf, Gnome) <u>Low-light vision (x2 normal range)</u>
<u>Ride</u> [Dex]	___	=	___	+	___	+	___	(Half-Elf) <u>+4 save vs magical sleep, +2 vs Enchantment</u>
<u>Diplomacy</u> [Cha]	___	=	___	+	___	+	___	(Half-Elf) <u>+1 on Search, Spot, and Listen checks</u>
<u>Spot</u> [Wis] *	___	=	___	+	___	+	___	(Gnome) <u>Small: +1 AC, +1 attack, +4 Hide, +4 dodge vs giants</u>
<u>Listen</u> [Wis] *	___	=	___	+	___	+	___	(Gnome) <u>+1 attack vs goblinoids and kobolds</u>
<u>Climb</u> [Str] *	___	=	___	+	___	+	<u>-6</u>	(Gnome) <u>+2 on Listen and Alchemy Checks</u>
<u>Search</u> [Int] *	___	=	___	+	___	+	___	<u>Detect evil at will</u>
* cross-class skill								<u>Divine grace (add Cha mod to saves)</u>
								<u>Lay on hands (2 points/day) – or can use to damage undead</u>
								<u>Divine health (immune to disease)</u>
								<u>Weapon Focus (+1 with longsword or shortsword)</u>
								(Human) <u>Improved Initiative (+4)</u>

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Quiver with 20 arrows.

A Chance Run-in Demo Character Sheets

Character Name: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Race: Select ___ Halfling ___ Human ___ Elf **Size:** Medium (small for halfling) **Gender:** _____
Class: Rogue **Level:** 1 **Alignment:** choose any non-evil: _____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma	___	___

Languages: Common, halfling or elven
Money: 43 gp

Saving Throws

Type	Total	=	Base	Save	+	Ability	Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	+2	+	___	+	___	+	*	(Halfling): *+1 vs. all
Fortitude (Con)	___	=	0	+	___	+	___	+	*	(Elf): * +2 vs Enchantment spells
Will (Wis)	___	=	0	+	___	+	___	+	*	

Armor	Class	=	10	+	Armor	Bonus	+	Shield	Bonus	+	Dex	Mod	+	Size	Mod	+	Misc.	Mod	Hit Points [6+Con mod]
	___	=	10	+	+2	+	+0	+	___	+	+1 (halfling)	+	0						

Armor Type / Bonus: Leather/+2

Shield Type / Bonus: None

Check Penalty: -6

Movement: 30' (20 for halflings)

Total = **Dex Mod** + **Misc.**

Spell Failure: n/a

Weight: 15 lb.

Initiative: _____

Melee	Base	Str	Size	Ranged	Base	Dex	Size
Attack	Attack	Mod	Mod	Attack	Attack	Mod	Mod
___	= +0	+	+1 (halfling)	___	= 0	+	+1 (halfling)

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
<u>Short Sword</u>	___	<u>1d6</u>	<u>x2</u>	___	<u>3 lb.</u>	<u>Sm.</u>	<u>Pierce</u>
<u>Lt Crossbow</u>	___	<u>1d8</u>	<u>x2</u>	<u>80'</u>	<u>7 lb.</u>	<u>Med.</u>	<u>Pierce</u>
<u>Dagger</u>	___	<u>1d4</u>	<u>x2</u>	<u>10'</u>	<u>1 lb.</u>	<u>Tiny.</u>	<u>Pierce</u>

Skill (cross-class?)	Total	=	Ranks	+	Mod	+	Misc	Special Abilities, heroic feats, etc.
Choose [8 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2								points per rank, and class skills 1 per rank.
<u>Climb [Str]</u>	=	___	+	___	+	___		(Halfling) <u>Small</u> , +1 AC, +1 attack, +4 Hide
<u>Hide [Dex]</u>	=	___	+	___	+	___		(Halfling) +2 Climb, Move Silently, Jump, & Listen
<u>Move Silently [Dex]</u>	=	___	+	___	+	___		(Halfling) +1 attack with thrown weapons
<u>Decipher Script [Int]</u>	=	___	+	___	+	___		(Elf) <u>Low-light vision</u> (x2 normal range)
<u>Open Locks [Dex]</u>	=	___	+	___	+	___		(Elf) <u>Immune to magical sleep</u> , +2 vs Enchantments
<u>Listen [Wis]</u>	=	___	+	___	+	___		(Elf) +2 on Search, Spot, and Listen checks
<u>Disable Device [Int]</u>	=	___	+	___	+	___		(Elf) <u>W/in 5' of secret door, gets search check</u>
<u>Search [Int]</u>	=	___	+	___	+	___		<u>Improved Initiative</u> (+4 on init checks)
<u>Spot [Wis]</u>	=	___	+	___	+	___		(Human) <u>Alertness</u> (+2 on Listen and Spot)
<u>Use Magical Device [Cha]</u>	=	___	+	___	+	___		<u>Sneak attack</u> (+1d6 damage) – can attempt 1/day
<u>Pick Pockets [Dex]</u>	=	___	+	___	+	___		<u>May use Search skill to find traps</u>
<u>Bluff [Cha]</u>	=	___	+	___	+	___		
<u>Intimidate [Cha]</u>	=	___	+	___	+	___		

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Thieves' tools. Hooded lantern and 3 pints of oil. Case with 10 crossbow bolts.

A Chance Run-in Demo Character Sheets

Character Name: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Race: Select ___ Half-elf ___ Human **Size:** Medium **Gender:** _____
Class: Bard **Level:** 1 **Alignment:** choose any non-evil non-lawful: _____

Ability	Score	Mod
Strength	___	___
Dexterity (min 13)	___	___
Constitution	___	___
Intelligence	___	___
Wisdom	___	___
Charisma (min 10)	___	___

Languages: Common, maybe elven
Money: 32 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	___	=	+2	+	___	+	*	(Half-Elf): * +2 vs Enchantment spells, +4 vs magical sleep
Fortitude (Con)	___	=	0	+	___	+	*	
Will (Wis)	___	=	0	+	___	+	*	

Armor Class	=	10	+	Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Misc. Mod	Hit Points [6+Con mod]
___	=	10	+	+3	+	+0	+	___	+	+0	+	0	___

Armor Type / Bonus: Studded leather/+3

Shield Type / Bonus: None

Check Penalty: -1 **Movement:** 30' **Total** = **Dex Mod** + **Misc.**
Spell Failure: 15% **Weight:** 20 lb. **Initiative:** ___ = ___ + +4 (human)

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod	Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
___	=	0	+	___	+	___	___	=	0	+	___	+	0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
<u>Long Sword</u> [focus]	___	1d8	x2	___	4 lb.	Med.	Slash
<u>Shortbow</u>	___	1d6	x3	60'	2 lb.	Med.	Pierce

Skill (cross-class?)	Total	=	Ranks	+	Mod	+	Misc	Special Abilities, heroic feats, etc.
Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.								
<u>Perform</u> [Cha]	___	=	___	+	___	+	___	(Half-Elf) <u>Low-light vision (x2 normal range)</u>
<u>Spellcraft</u> [Int]	___	=	___	+	___	+	___	(Half-Elf) <u>+4 save vs magical sleep, +2 vs Enchantment</u>
<u>Use Magical Device</u> [Cha]	___	=	___	+	___	+	___	(Half-Elf) <u>+1 on Search, Spot, and Listen checks</u>
<u>Gather Information</u> [Cha]	___	=	___	+	___	+	___	<u>Dodge (+1 AC vs chosen opponent)</u>
<u>Listen</u> [Wis]	___	=	___	+	___	+	___	(Human) <u>Improved Initiative (+4)</u>
<u>Decipher Script</u> [Int]	___	=	___	+	___	+	___	<u>Spells known (can cast 4 per day):</u> (cast "on the fly")
<u>Diplomacy</u> [Cha]	___	=	___	+	___	+	___	Cantrips: <i>alter instrument, detect magic, ghost sound, light, and read magic</i>
<u>Knowledge (any area)</u> [Int]	___	=	___	+	___	+	___	<u>Bardic Music:</u> Fascinate 1 creature, countersong musical attacks, inspire confidence (+2 Will saves vs charm, fear)
<u>Pick Pockets</u> [Dex]	___	=	___	+	___	+	-1	<u>Bardic Knowledge (1 + Int Mod check to know general facts about noteworthy people, places, or things)</u>

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Quiver with 20 arrows. Lute (common instrument), spell component pouch.

A Chance Run-in Demo Character Sheets

Character Name: _____ Age: _____ Height: _____ Weight: _____
 Race: Human Size: Medium Gender: _____
 Class: Monk Level: 1 Alignment: choose any non-evil lawful: _____

Ability	Score	Mod
Strength	_____	_____
Dexterity (min 13)	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

Languages: Common
 Money: 6 gp

Saving Throws

Type	Total	=	Base Save	+	Ability Mod	+	Misc.	Bonuses
Reflex (Dex)	_____	=	+2	+	_____	+	*	
Fortitude (Con)	_____	=	+2	+	_____	+	*	
Will (Wis)	_____	=	+2	+	_____	+	*	

Armor Class	=	10	+	Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Wis. Mod	Hit Points [8+Con mod]
_____	=	10	+	+0	+	+0	+	_____	+	+0	+	_____	_____

Armor Type / Bonus: None

Shield Type / Bonus: None

Check Penalty: 0

Movement: 30'

Spell Failure: n/a

Weight: 0 lb.

Initiative: _____

Total	=	Dex Mod	+	Misc.
_____	=	_____	+	_____

Melee Attack	=	Base Attack	+	Str Mod	+	Size Mod	Ranged Attack	=	Base Attack	+	Dex Mod	+	Size Mod
_____	=	0	+	_____	+	0	_____	=	0	+	_____	+	0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
<u>Unarmed</u>		<u>1d6</u>	<u>x2</u>	<u>---</u>	<u>0 lb</u>	<u>Tiny</u>	<u>Bludg</u>
<u>Quarterstaff</u>	_____	<u>1d6</u>	<u>x2</u>	<u>---</u>	<u>4 lb.</u>	<u>Lg.</u>	<u>Bludg</u>
<u>Sling</u>	_____	<u>1d4</u>	<u>x2</u>	<u>50'</u>	<u>0 lb.</u>	<u>Sm.</u>	<u>Bludg</u>

Skill (cross-class?)	Total	=	Ranks	+	Mod	+	Misc	Special Abilities, heroic feats, etc.
Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.								
<u>Listen</u> [Wis]	_____	=	_____	+	_____	+	_____	<u>Unarmed strike 1d6 damage</u>
<u>Climb</u> [Str]	_____	=	_____	+	_____	+	_____	<u>No weapon attacks of opportunity against you</u>
<u>Move Silently</u> [Dex]	_____	=	_____	+	_____	+	_____	<u>Evasion (save for no dmg on reflex saves vs magical att)</u>
<u>Tumble</u> [Dex]	_____	=	_____	+	_____	+	_____	<u>Stunning attack 1/day</u>
<u>Jump</u> [Str]	_____	=	_____	+	_____	+	_____	(foe makes Fort save vs 10+Wis mod or is stunned 1 rd)
<u>Escape Artist</u> [Dex]	_____	=	_____	+	_____	+	_____	<u>Add Wis mod to AC</u>
<u>Hide</u> [Dex]	_____	=	_____	+	_____	+	_____	<u>Mobility (+4 AC vs attacks of opp due to movement)</u>
<u>Swim</u> [Str]	_____	=	_____	+	_____	+	_____	(Human) <u>Dodge (+1 AC vs chosen opponent)</u>
<u>Walk Tightrope</u> [Dex]	_____	=	_____	+	_____	+	_____	

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Pouch with 10 sling stones.

A Chance Run-in Demo Character Sheets

Character Name: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Race: Select ___ Halfling ___ Human ___ Half-orc **Size:** Medium (small for halfling) **Gender:** _____
Class: Cleric **Level:** 1 **Alignment:** choose any non-evil: _____

Ability	Score	Mod
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom (min 11)	_____	_____
Charisma	_____	_____

Languages: Common, halfling or orc
Money: 24 gp

Saving Throws

Type	Total	=	Base	Save	+	Ability	Mod	+	Misc.	Bonuses
Reflex (Dex)	_____	=	0	_____	+	_____	_____	+	*	(Halfling): *+1 vs. all
Fortitude (Con)	_____	=	+2	_____	+	_____	_____	+	*	
Will (Wis)	_____	=	+2	_____	+	_____	_____	+	*	

Armor	Class	=	10	+	Armor	Bonus	+	Shield	Bonus	+	Dex	Mod	+	Size	Mod	+	Misc.	Mod	Hit Points
	_____	=	10	+	+4	+	+2	+	_____	+	_____	_____	+	+1 (halfling)	+	0			[8+Con mod]

Armor Type / Bonus: Scale mail/+4

Shield Type / Bonus: Large wooden/+2

Check Penalty: -6 **Movement:** 30' (20' for halfling) **Total** = **Dex Mod** + **Misc.**
Spell Failure: n/a **Weight:** 40 lb. **Initiative:** _____ = _____ + _____

Melee	Attack	=	Base	Attack	+	Str	Mod	+	Size	Mod	Ranged	Attack	=	Base	Attack	+	Dex	Mod	+	Size	Mod
_____	_____	=	0	_____	+	_____	_____	+	+1 (halfling)	_____	_____	=	0	_____	_____	+	_____	_____	+	+1 (halfling)	_____

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
<u>Heavy mace</u>	_____	1d8	x2	---	12 lb	Med	Bludge
<u>Light crossbow</u>	_____	1d8	x2	==	6 lb.	Sm.	Pierce

Skill (cross-class?)	Total	=	Ranks	+	Mod	+	Misc	Special Abilities, heroic feats, etc.
Choose [2 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.								
<u>Spellcraft</u> [Int]	_____	=	_____	+	_____	+	_____	(Halfling) <u>+1 attack with thrown weapons</u>
<u>Concentration</u> [Con]	_____	=	_____	+	_____	+	_____	(Half-orc) <u>Darkvision (60')</u>
<u>Heal</u> [Wis]	_____	=	_____	+	_____	+	_____	(Halfling) <u>Small, +1 AC, +1 attack, +4 Hide</u>
<u>Knowledge (religion)</u> [Int]	_____	=	_____	+	_____	+	_____	(Halfling) <u>+2 Climb, Move Silently, Jump, & Listen</u>
<u>Diplomacy</u> [Cha]	_____	=	_____	+	_____	+	_____	<u>Dodge (+1 AC bonus vs one foe)</u>
<u>Gather Information</u> [Cha] *	_____	=	_____	+	_____	+	_____	(Human) <u>Alertness (+2 on Listen and Spot)</u>
<u>Listen</u> [Wis] *	_____	=	_____	+	_____	+	_____	<u>Change any prepared spell into a cure spell of same lvl</u>

* cross-class skill

Turn Undead
Choose deity: _____ and two domains: _____
Granted powers: _____
Domain spells at 1st level: _____

Spells per day: 3 orisons, plus 1 1st level and 1 domain spell (If Wis 12+, you get one extra 1st level spell per day)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Case with 10 crossbow bolts. Wooden holy symbol. Three torches.

A Chance Run-in Demo Character Sheets

Character Name: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Race: Select ___ Elf ___ Gnome ___ Human **Size:** Medium (small for gnome) **Gender:** _____
Class: Druid **Level:** 1 **Alignment:** choose any non-evil with neutral comp: _____

Ability	Score	Mod
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom (min 11)	_____	_____
Charisma	_____	_____

Languages: Common, elven or gnome
Money: 11 gp

Saving Throws

Type	Total	=	Base	Save	+	Ability	Mod	+	Misc.	Bonuses
Reflex (Dex)	_____	=	0	_____	+	_____	_____	+	*	(Gnome): *+2 vs. Illusion
Fortitude (Con)	_____	=	+2	_____	+	_____	_____	+	+2	(Elf): * +2 vs Enchantment spells
Will (Wis)	_____	=	+2	_____	+	_____	_____	+	*	

Armor	Class	=	10	+	Armor	Bonus	+	Shield	Bonus	+	Dex	Mod	+	Size	Mod	+	Misc.	Mod	Hit Points
		=	10	+	+3		+	+2		+	_____		+	+1 (gnome)		+	0		_____

Armor Type / Bonus: Hide/+3

Shield Type / Bonus: Large wooden/+2

Check Penalty: -5

Movement: 30' (20' for gnome)

Total = **Dex Mod** + **Misc.**

Spell Failure: n/a

Weight: 35 lb.

Initiative: _____

_____ = _____ + _____

Melee	Base	Str	Size	Ranged	Base	Dex	Size
Attack	Attack	Mod	Mod	Attack	Attack	Mod	Mod
_____	= 0	+	+1 (gnome)	_____	= 0	+	+1 (gnome)

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
<u>Scimitar</u>		<u>1d6</u>	<u>x2</u>	<u>---</u>	<u>4 lb</u>	<u>Med</u>	<u>Slash</u>
<u>Club</u>	_____	<u>1d6</u>	<u>x2</u>	<u>10'</u>	<u>3 lb.</u>	<u>Med.</u>	<u>Bludg</u>
<u>Sling</u>	_____	<u>1d4</u>	<u>x2</u>	<u>50'</u>	<u>0 lb.</u>	<u>Sm.</u>	<u>Bludg</u>

Skill (cross-class?)	Total	=	Ranks	+	Mod	+	Misc	Special Abilities, heroic feats, etc.
Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.								
<u>Spellcraft</u> [Int]	_____	=	_____	+	_____	+	_____	(Elf and Gnome) <u>Low-light vision (x2 normal range)</u>
<u>Animal Empathy</u> [Cha]	_____	=	_____	+	_____	+	_____	(Elf) <u>Immune to magical sleep, +2 vs Enchantments</u>
<u>Concentration</u> [Con]	_____	=	_____	+	_____	+	_____	(Elf) <u>+2 on Search, Spot, and Listen checks</u>
<u>Wilderness Lore</u> [Wis]	_____	=	_____	+	_____	+	_____	(Elf) <u>W/in 5' of secret door, gets search check</u>
<u>Heal</u> [Wis]	_____	=	_____	+	_____	+	_____	(Gnome) <u>Small: +1 AC, +1 attack, +4 Hide</u>
<u>Handle Animals</u> [Cha]	_____	=	_____	+	_____	+	_____	(Gnome) <u>+1 attack vs goblinoids and kobolds</u>
<u>Knowledge (nature)</u> [Int]	_____	=	_____	+	_____	+	_____	(Gnome) <u>+4 dodge bonus vs giants</u>
<u>Listen</u> [Wis] *	_____	=	_____	+	_____	+	_____	(Gnome) <u>+2 on Listen and Alchemy Checks</u>
<u>Spot</u> [Wis] *	_____	=	_____	+	_____	+	_____	Identify plants, animals, pure water with 100% accuracy

* cross-class skill

Druids begin with animal companion, but not for this demo.

(Human) Combat Casting (+4 to Concentration checks when casting)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Pouch with 10 sling bullets. Holly and mistletoe. Three torches.

A Chance Run-in Demo Character Sheets

Character Name: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Race: Select ___ Elf ___ Dwarf ___ Human **Size:** Medium **Gender:** _____
Class: Wizard **Level:** 1 **Alignment:** choose any non-evil: _____

Ability	Score	Mod
Strength	___	___
Dexterity	___	___
Constitution	___	___
Intelligence (min 11)	___	___
Wisdom	___	___
Charisma	___	___

Languages: Common, elven or dwarven
Money: 15 gp

Saving Throws

Type	Total	=	Base	+	Ability	+	Misc.	Bonuses
Reflex (Dex)	___	=	0	+	___	+	*	(Dwarf): *+2 vs. poison and spells
Fortitude (Con)	___	=	0	+	___	+	*	(Elf): *+2 vs Enchantment spells
Will (Wis)	___	=	+2	+	___	+	*	

Armor	=	10	+	Armor	+	Shield	+	Dex	+	Size	+	Misc.	Hit Points
Class				Bonus		Bonus		Mod		Mod		Mod	[4+Con mod +3]
___	=	10	+	+0	+	+0	+	___	+	+0	+	0	___

Armor Type / Bonus: None

Shield Type / Bonus: None

Check Penalty: 0

Movement: 30' (20' for dwarf)

Spell Failure: n/a

Weight: 0 lb.

Initiative: _____

Total	=	Dex Mod	+	Misc.
___	=	___	+	___

Melee	=	Base	+	Str	+	Size	Ranged	=	Base	+	Dex	+	Size
Attack		Attack		Mod		Mod	Attack		Attack		Mod		Mod
___	=	0	+	___	+	0	___	=	0	+	___	+	0

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
<u>Quarterstaff</u>	___	1d6	x2	___	4 lb.	Lg.	Bludg
(Elf) <u>shortbow</u>	___	1d6	x3	60'	2 lb.	Med.	Pierce
(Not elf) <u>Lt Crossbow</u>	___	1d8	x2	80'	7 lb.	Med.	Pierce

Skill	Total	=	Ranks	+	Mod	+	Misc	Special Abilities, heroic feats, etc.
Skill (cross-class?)								
Choose [2 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.								
<u>Spellcraft</u> [Int]	___	=	___	+	___	+	___	(Elf) <u>Low-light vision</u> (x2 normal range)
<u>Concentration</u> [Con]	___	=	___	+	___	+	___	(Elf) <u>Immune to magical sleep</u> . +2 vs Enchantments
<u>Knowledge (arcana)</u> [Int]	___	=	___	+	___	+	___	(Elf) <u>+2 on Search, Spot, and Listen checks</u>
<u>Hide</u> [Dex] *	___	=	___	+	___	+	___	(Elf) <u>W/in 5' of secret door, gets search check</u>
<u>Move Silently</u> [Dex] *	___	=	___	+	___	+	___	(Dwarf and half-orc) <u>Darkvision</u> (60')
<u>Search</u> [Int] *	___	=	___	+	___	+	___	(Dwarf) <u>Intuit unusual stonework</u> (+2), +2 Alchemy
<u>Spot</u> [Wis] *	___	=	___	+	___	+	___	(Dwarf) <u>+1 attack vs. orcs and goblinoids</u>
* cross-class skill	___	=	___	+	___	+	___	(Dwarf) <u>+4 dodge bonus vs. giants</u>
	___	=	___	+	___	+	___	<u>Toughness</u> (+3 hit points)

Spellbook: All cantrips; plus *charm person*, *summon monster I*, *sleep*, *cause fear*, *color spray*, *magic missile*, and *minor illusion*.

(Human) Spell focus (enchantment, +2 to save DC)

Spells per day: 3 cantrips, plus 1 1st level (1 extra 1st if Int 12+)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Ten candles, map case, three pages of parchment, ink, inkpen. Spell component pouch, spellbook (may be kept safely at home). Quiver with 20 arrows or bolts.

A Chance Run-in Demo Character Sheets

Character Name: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Race: Select _____ Human _____ Half-elf _____ Half-orc **Size:** Medium **Gender:** _____
Class: Sorceror **Level:** 1 **Alignment:** choose any non-evil: _____

Ability	Score	Mod
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma (min 11)	_____	_____

Languages: Common, elven or orc
Money: 17 gp

Saving Throws

Type	Total	=	Base	+	Ability	+	Misc.	Bonuses
Reflex (Dex)	_____	=	<u>0</u>	+	_____	+	*	(Half-Elf): * +2 vs Enchantment spells, +4 vs magical sleep
Fortitude (Con)	_____	=	<u>0</u>	+	_____	+	*	
Will (Wis)	_____	=	<u>+2</u>	+	_____	+	*	

Armor	=	10	+	Armor	+	Shield	+	Dex	+	Size	+	Misc.	Hit Points
Class	=	10	+	<u>+0</u>	+	<u>+0</u>	+	_____	+	<u>+0</u>	+	0	[4+Con mod +3]

Armor Type / Bonus: None

Shield Type / Bonus: None

Check Penalty: 0

Movement: 30'

Spell Failure: n/a

Weight: 0 lb.

Initiative: _____

Total	=	Dex	Mod	+	Misc.
_____	=	_____	_____	+	<u>+4 (human)</u>

Melee	=	Base	+	Str	+	Size	Ranged	=	Base	+	Dex	+	Size
Attack	=	<u>0</u>	+	_____	+	<u>0</u>	Attack	=	<u>0</u>	+	_____	+	<u>0</u>

Weapon	Attack	Damage	Crit	Range	Wt.	Size	Type
<u>Shortspear</u>	_____	<u>1d8</u>	<u>x3</u>	<u>20'</u>	<u>5 lb.</u>	<u>Lg.</u>	<u>Pierce</u>
<u>Lt Crossbow</u>	_____	<u>1d8</u>	<u>x2</u>	<u>80'</u>	<u>7 lb.</u>	<u>Med.</u>	<u>Pierce</u>

Skill	Total	=	Ranks	+	Mod	+	Misc	Special Abilities, heroic feats, etc.
Skill (cross-class?)	_____	=	_____	+	_____	+	_____	
Choose [2 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.								
<u>Spellcraft</u> [Int]	_____	=	_____	+	_____	+	_____	(Half-Elf) <u>Low-light vision (x2 normal range)</u>
<u>Concentration</u> [Con]	_____	=	_____	+	_____	+	_____	(Half-Elf) <u>+4 save vs magical sleep, +2 vs Enchantments</u>
<u>Knowledge (arcana)</u> [Int]	_____	=	_____	+	_____	+	_____	(Half-Elf) <u>+1 on Search, Spot, and Listen checks</u>
<u>Gather Information</u> [Cha] *	_____	=	_____	+	_____	+	_____	(Half-orc) <u>Darkvision (60')</u>
<u>Diplomacy</u> [Cha] *	_____	=	_____	+	_____	+	_____	<u>Toughness (+3 hit points)</u>
<u>Hide</u> [Dex] *	_____	=	_____	+	_____	+	_____	(Human) <u>Improved Initiative (+4)</u>
<u>Move Silently</u> [Dex] *	_____	=	_____	+	_____	+	_____	<u>Spells per day: 5 cantrips, plus 3 1st level (+1 1st lvl if Cha 12+)</u>
* cross-class skill	_____	=	_____	+	_____	+	_____	<u>Spells Known: (cast spells "on the fly" w/o memorizing in advance)</u>
								cantrips— <i>detect magic, ghost sound, light, read magic;</i>
								1st-level spells— <i>summon monster I, sleep.</i>

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Ten candles, map case, three pages of parchment, ink, inkpen. Spell component pouch, spellbook (may be kept safely at home). Quiver with 20 arrows or bolts.