



The Viscounty of Verbobonc



CHARACTER SHEET

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

TYPE AND SUBTYPE _____

ALIGNMENT _____

RELIGION _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

VERBOBONC
REGION OF ORIGIN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS	-10	+	+	+	+	+	+

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	
DAMAGE REDUCTION	
INITIATIVE MODIFIER	TOTAL = DEX MODIFIER + MISC. MODIFIER

CONDITIONAL AC MODIFIERS	ACTION POINTS

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)		RANKS	MISC. MODIFIER
				ABILITY MODIFIER	RANKS		
☐	APPRAISE ■	INT					
☐	BALANCE ■	DEX*					
☐	BLUFF ■	CHA					
☐	CLIMB ■	STR*					
☐	CONCENTRATION ■	CON					
☐	CRAFT ■ ()	INT					
☐	CRAFT ■ ()	INT					
☐	CRAFT ■ ()	INT					
☐	DECIPHER SCRIPT	INT					
☐	DIPLOMACY ■	CHA					
☐	DISABLE DEVICE	INT					
☐	DISGUISE ■	CHA					
☐	ESCAPE ARTIST ■	DEX*					
☐	FORGERY ■	INT					
☐	GATHER INFORMATION ■	CHA					
☐	HANDLE ANIMAL	CHA					
☐	HEAL ■	WIS					
☐	HIDE ■	DEX*					
☐	INTIMIDATE ■	CHA					
☐	JUMP ■	STR*					
☐	KNOWLEDGE ()	INT					
☐	KNOWLEDGE ()	INT					
☐	KNOWLEDGE ()	INT					
☐	KNOWLEDGE ()	INT					
☐	KNOWLEDGE (LOCAL [VTE])	INT					
☐	LISTEN ■	WIS					
☐	MOVE SILENTLY ■	DEX*					
☐	OPEN LOCK	DEX					
☐	PERFORM ()	CHA					
☐	PERFORM ()	CHA					
☐	PERFORM ()	CHA					
☐	PROFESSION ()	WIS					
☐	PROFESSION ()	WIS					
☐	RIDE ■	DEX					
☐	SEARCH ■	INT					
☐	SENSE MOTIVE ■	WIS					
☐	SLEIGHT OF HAND	DEX*					
☐	SPELLCRAFT	INT					
☐	SPOT ■	WIS					
☐	SURVIVAL ■	WIS					
☐	SWIM ■	STR*					
☐	TUMBLE	DEX*					
☐	USE MAGIC DEVICE	CHA					
☐	USE ROPE ■	DEX					
☐							
☐							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS	SPELL RESISTANCE

GRAPPLE	SPEED
MODIFIER	
TOTAL	BASE ATTACK BONUS
	STRENGTH MODIFIER
	SIZE MODIFIER
	MISC. MODIFIER

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			
AMMUNITION					

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			
AMMUNITION					

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			
AMMUNITION					

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			
AMMUNITION					

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			
AMMUNITION					

■ Denotes a skill that can be used untrained. □ Mark this box with an X if the skill is a class skill for the character.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

[illegible]

CARRYING CAPACITY					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

[illegible][illegible]

WEALTH			
MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

AFFILIATIONS

RANK (SCORE)

MOUNTED BORDERERS

CHURCH OF

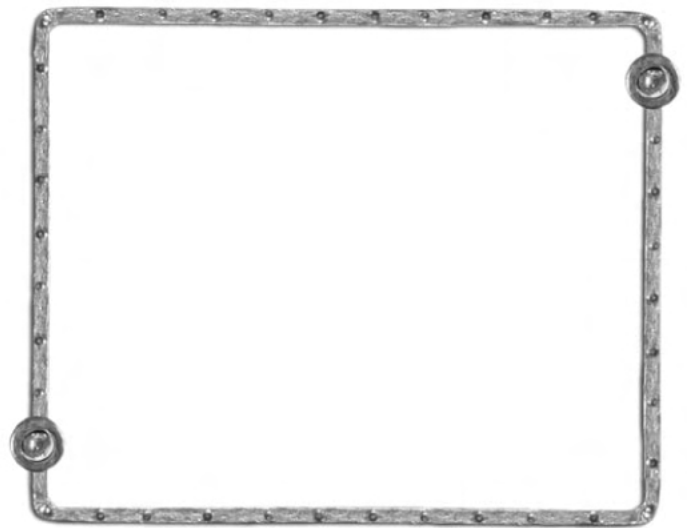
NOBLE HOUSE

OTHER

OTHER

OTHER

RACIAL TRAITS



CHARACTER ILLUSTRATION/SYMBOL

CLASS FEATURES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

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