

CHARACTER NAME: _____

CLASS: _____

RACE: _____

LEVEL: _____

SIZE: _____

ALIGNMENT: _____

SPEED: _____

DEITY: _____

GENDER: _____

HEIGHT: _____

WEIGHT: _____

EYE COLOR: _____

HAIR COLOR: _____

HOMELAND: _____

FAMILY BACKGROUND: _____

SCARS, BIRTH MARKS, OR OTHER
DISTINGUISHING FEATURES: _____

PERSONALITY TRAITS: _____

Ability Scores				
ABILITY NAME	ABILITY SCORE	ABILITY MOD.	TEMP. SCORE	TEMP MOD.
STR				
DEX				
CON				
INT				
WIS				
CHA				

Armor Class												
TOTAL	=	ARMOR BONUS	+	SHIELD BONUS	+	DEX MOD	+	SIZE MOD	+	MISC MOD	+	BASE
												10

Hit Points	
TOTAL	
CURRENT	
SUBDUAL	

FORT REF WILL	Saving Throws										
	TOTAL	=	BASE SAVE	+	ABILITY MOD.	+	MAGIC MOD.	+	MISC. MOD.	+	TEMP. MOD.

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[illegible][illegible]

Initiative								
TOTAL		=	DEX. MOD.	+	MISC. MOD.	+	TEMP. MOD.	

[illegible][illegible]

Skills					
Cross Class	Skill	Key Ability	Skill Mod.	= Ability Mod. + Ranks + Misc. Mod.	
<input type="checkbox"/>	Appraise				
<input type="checkbox"/>	Balance				
<input type="checkbox"/>	Bluff				
<input type="checkbox"/>	Climb				
<input type="checkbox"/>	Concentration				
<input type="checkbox"/>	Craft ()				
<input type="checkbox"/>	Craft ()				
<input type="checkbox"/>	Craft ()				
<input type="checkbox"/>	Craft ()				
<input type="checkbox"/>	Decipher Script				
<input type="checkbox"/>	Diplomacy				
<input type="checkbox"/>	Disable Device				
<input type="checkbox"/>	Disguise				
<input type="checkbox"/>	Escape Artist				
<input type="checkbox"/>	Forgery				
<input type="checkbox"/>	Gather Information				
<input type="checkbox"/>	Handle Animal				
<input type="checkbox"/>	Heal				
<input type="checkbox"/>	Hide				
<input type="checkbox"/>	Intimidate				
<input type="checkbox"/>	Jump				
<input type="checkbox"/>	Knowledge ()				
<input type="checkbox"/>	Knowledge ()				
<input type="checkbox"/>	Knowledge ()				
<input type="checkbox"/>	Knowledge ()				
<input type="checkbox"/>	Knowledge ()				
<input type="checkbox"/>	Listen				
<input type="checkbox"/>	Move Silently				
<input type="checkbox"/>	Open Lock				
<input type="checkbox"/>	Perform ()				
<input type="checkbox"/>	Profession ()				
<input type="checkbox"/>	Ride				
<input type="checkbox"/>	Search				
<input type="checkbox"/>	Sense Motive				
<input type="checkbox"/>	Sleight of Hand				
<input type="checkbox"/>	Spellcraft				
<input type="checkbox"/>	Spot				
<input type="checkbox"/>	Survival				
<input type="checkbox"/>	Swim				
<input type="checkbox"/>	Tumble				
<input type="checkbox"/>	Use Magic Device				
<input type="checkbox"/>	Use Rope				

Max. Skill Rank (Class Skill): _____

Max. Skill Rank (Cross-Class Skill): _____

[illegible]

BACKGROUND: _____

AWARDS & HONORS: _____

QUOTE/PERSONAL SAYING: _____

Languages

Racial Abilities

Weapons and Armor

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE	SIZE	NOTES
--------	--------------------------	--------	----------	-------	--------	------	------	-------

_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

ARMOR	TYPE	ARMOR BONUS	MAX DEX PENALTY	CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	NOTES
-------	------	----------------	--------------------	------------------	------------------	-------	--------	-------

_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Mundane Equipment

[illegible]

Limit on Magic Items Worn	
_____	One headband, hat, helmet, or phylactery on the head
_____	One pair of eye lenses or goggles on or over the eyes
_____	One amulet, brooch, medallion, necklace, periapt, or scarab around the neck
_____	One vest, vestment, or shirt on the torso
_____	One robe or suit of armor on the body (over a vest, vestment, or shirt)
_____	One belt around the waist (over a robe or suit of armor)
_____	One cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
_____	One pair of bracers or bracelets on the arms or wrist
_____	One glove, pair of gloves, or pair of gauntlets on the hands
_____	One ring on each hand
_____	(or two rings on one hand)
_____	One pair of boots or shoes on the feet

Copper Pieces
Silver Pieces
Gold Pieces
Platinum Pieces
Other Coins

Coin Conversions		
Copper piece (cp)	=	1/10 sp
Silver piece (sp)	=	1/10 gp
Gold piece (gp)	=	1/10 pp
Platinum piece (pp)	=	10 gp

Scrolls

Loans and Debts

Magical Equipment			
EQUIPMENT	LOCATION CARRIED	WEIGHT	NOTES/MAGIC ABILITIES

Weight Carried
Light Load
Medium Load
Heavy Load
Lift Over Head
Max Load
Lift Off Ground
2x Max Load
Push or Drag
5x Max Load

Jewelry

Gems

Other Valuables

[illegible]

Experience Total
Needed for Next Level

Most Impressive Kills

Mount	
NAME: _____	
RACE: _____	
STR: _____	<div>Hit Points</div> <div></div> <div>Armor Class</div> <div></div>
DEX: _____	
CON: _____	
INT: _____	
WIS: _____	
CHA: _____	
INITIATIVE: _____	ATTACKS: _____
DAMAGE: _____	BAB: _____
SPEED: _____	
SKILLS: _____	
FEATS: _____	
ABILITIES: _____	

Familiar/Animal Companion	
NAME: _____	
RACE: _____	
STR: _____	<div>Hit Points</div> <div></div> <div>Armor Class</div> <div></div>
DEX: _____	
CON: _____	
INT: _____	
WIS: _____	
CHA: _____	
INITIATIVE: _____	ATTACKS: _____
DAMAGE: _____	BAB: _____
SPEED: _____	
SKILLS: _____	
FEATS: _____	
ABILITIES: _____	

Advancement

LEVEL	HIT POINTS GAINED	FEATS GAINED	ABILITY SCORE CHANGES	NEW ABILITIES GAINED
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

Spells

SPELL SAVE

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	0		
	1ST		
	2ND		
	3RD		
	4TH		
	5TH		
	6TH		
	7TH		
	8TH		
	9TH		

Arcane and Divine Secrets Known

FORGOTTEN SPELLS DISCOVERED: _____

ORIGINAL SPELLS CREATED: _____

MAGIC ITEMS CRAFTED: _____

UNIQUE LORE ACQUIRED: _____

SPECIAL NOTES: _____

Domains and Granted Powers

Holy Symbol or Personal Mark

[illegible]

Spell List

[illegible]

Spell List

[illegible]

Spellbook

NAME: _____

APPEARANCE: _____

SPELLS: _____

Spellbook

NAME: _____

APPEARANCE: _____

SPELLS: _____

Spellbook

NAME: _____

APPEARANCE: _____

SPELLS: _____

Spell Components

Psionics

[illegible][illegible][illegible]

Number of Psionic Powers Known

Psionic Powers Known

[illegible]

Henchman/Hireling	
NAME: _____	
RACE: _____	GENDER: _____
CLASS: _____	LEVEL: _____
DEITY: _____	ALIGNMENT: _____
STR: _____	<div>Hit Points</div> <div></div> <div>Armor Class</div> <div></div>
DEX: _____	
CON: _____	
INT: _____	
WIS: _____	
CHA: _____	
INITIATIVE: _____	ATTACKS: _____
DAMAGE: _____	BAB: _____
SKILLS: _____	
FEATS: _____	
EQUIPMENT: _____	

Henchman/Hireling	
NAME: _____	
RACE: _____	GENDER: _____
CLASS: _____	LEVEL: _____
DEITY: _____	ALIGNMENT: _____
STR: _____	<div>Hit Points</div> <div></div> <div>Armor Class</div> <div></div>
DEX: _____	
CON: _____	
INT: _____	
WIS: _____	
CHA: _____	
INITIATIVE: _____	ATTACKS: _____
DAMAGE: _____	BAB: _____
SKILLS: _____	
FEATS: _____	
EQUIPMENT: _____	

Henchman/Hireling	
NAME: _____	
RACE: _____	GENDER: _____
CLASS: _____	LEVEL: _____
DEITY: _____	ALIGNMENT: _____
STR: _____	<div>Hit Points</div> <div></div> <div>Armor Class</div> <div></div>
DEX: _____	
CON: _____	
INT: _____	
WIS: _____	
CHA: _____	
INITIATIVE: _____	ATTACKS: _____
DAMAGE: _____	BAB: _____
SKILLS: _____	
FEATS: _____	
EQUIPMENT: _____	

Henchman/Hireling	
NAME: _____	
RACE: _____	GENDER: _____
CLASS: _____	LEVEL: _____
DEITY: _____	ALIGNMENT: _____
STR: _____	<div>Hit Points</div> <div></div> <div>Armor Class</div> <div></div>
DEX: _____	
CON: _____	
INT: _____	
WIS: _____	
CHA: _____	
INITIATIVE: _____	ATTACKS: _____
DAMAGE: _____	BAB: _____
SKILLS: _____	
FEATS: _____	
EQUIPMENT: _____	

Notable Ally or Enemy

☐ ALLY ☐ ACQUAINTANCE ☐ ENEMY

NAME: _____

RACE: _____ GENDER: _____

CLASS: _____ LEVEL: _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Notable Ally or Enemy

☐ ALLY ☐ ACQUAINTANCE ☐ ENEMY

NAME: _____

RACE: _____ GENDER: _____

CLASS: _____ LEVEL: _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Notable Ally or Enemy

☐ ALLY ☐ ACQUAINTANCE ☐ ENEMY

NAME: _____

RACE: _____ GENDER: _____

CLASS: _____ LEVEL: _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Notable Ally or Enemy

☐ ALLY ☐ ACQUAINTANCE ☐ ENEMY

NAME: _____

RACE: _____ GENDER: _____

CLASS: _____ LEVEL: _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Notable Ally or Enemy

☐ ALLY ☐ ACQUAINTANCE ☐ ENEMY

NAME: _____

RACE: _____ GENDER: _____

CLASS: _____ LEVEL: _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Notable Ally or Enemy

☐ ALLY ☐ ACQUAINTANCE ☐ ENEMY

NAME: _____

RACE: _____ GENDER: _____

CLASS: _____ LEVEL: _____

COMMONLY FOUND AT: _____

IMPORTANT NOTES: _____

Notable Ally or Enemy	
<input type="checkbox"/> ALLY <input type="checkbox"/> ACQUAINTANCE <input type="checkbox"/> ENEMY	
NAME: _____	
RACE: _____	GENDER: _____
CLASS: _____	LEVEL: _____
COMMONLY FOUND AT: _____	
IMPORTANT NOTES: _____	

Notable Ally or Enemy	
<input type="checkbox"/> ALLY <input type="checkbox"/> ACQUAINTANCE <input type="checkbox"/> ENEMY	
NAME: _____	
RACE: _____	GENDER: _____
CLASS: _____	LEVEL: _____
COMMONLY FOUND AT: _____	
IMPORTANT NOTES: _____	

Notable Ally or Enemy	
<input type="checkbox"/> ALLY <input type="checkbox"/> ACQUAINTANCE <input type="checkbox"/> ENEMY	
NAME: _____	
RACE: _____	GENDER: _____
CLASS: _____	LEVEL: _____
COMMONLY FOUND AT: _____	
IMPORTANT NOTES: _____	

Notable Ally or Enemy	
<input type="checkbox"/> ALLY <input type="checkbox"/> ACQUAINTANCE <input type="checkbox"/> ENEMY	
NAME: _____	
RACE: _____	GENDER: _____
CLASS: _____	LEVEL: _____
COMMONLY FOUND AT: _____	
IMPORTANT NOTES: _____	

Notable Ally or Enemy	
<input type="checkbox"/> ALLY <input type="checkbox"/> ACQUAINTANCE <input type="checkbox"/> ENEMY	
NAME: _____	
RACE: _____	GENDER: _____
CLASS: _____	LEVEL: _____
COMMONLY FOUND AT: _____	
IMPORTANT NOTES: _____	

Notable Ally or Enemy	
<input type="checkbox"/> ALLY <input type="checkbox"/> ACQUAINTANCE <input type="checkbox"/> ENEMY	
NAME: _____	
RACE: _____	GENDER: _____
CLASS: _____	LEVEL: _____
COMMONLY FOUND AT: _____	
IMPORTANT NOTES: _____	

Rumors

<input type="checkbox"/> TRUE	<input type="checkbox"/> FALSE	RUMOR: _____
		SOURCE: _____
<input type="checkbox"/> TRUE	<input type="checkbox"/> FALSE	RUMOR: _____
		SOURCE: _____
<input type="checkbox"/> TRUE	<input type="checkbox"/> FALSE	RUMOR: _____
		SOURCE: _____
<input type="checkbox"/> TRUE	<input type="checkbox"/> FALSE	RUMOR: _____
		SOURCE: _____
<input type="checkbox"/> TRUE	<input type="checkbox"/> FALSE	RUMOR: _____
		SOURCE: _____
<input type="checkbox"/> TRUE	<input type="checkbox"/> FALSE	RUMOR: _____
		SOURCE: _____

Adventure Notes

SETUP: _____

EMPLOYER: _____

PARTY MEMBERS: _____

NPCs ENCOUNTERED: _____

MEMORABLE MOMENTS: _____

SPECIAL NOTES: _____

Adventure Notes

SETUP: _____

EMPLOYER: _____

PARTY MEMBERS: _____

NPCs ENCOUNTERED: _____

MEMORABLE MOMENTS: _____

SPECIAL NOTES: _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____ _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____ _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____ _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____ _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____ _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____ _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____ _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____ _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____

Adventure Notes
SETUP: _____ _____
EMPLOYER: _____
PARTY MEMBERS: _____ _____
NPCs ENCOUNTERED: _____ _____ _____ _____
MEMORABLE MOMENTS: _____ _____ _____ _____
SPECIAL NOTES: _____

Guilds or Organizations Joined

[illegible]

Enemy Organizations

[illegible]

Current Adventure – Objectives and Discoveries

ADVENTURE OBJECTIVES: _____

EMPLOYER: _____

PARTY MEMBERS: _____

TREASURE DISCOVERED (NOT YET DIVIDED WITH PARTY): _____

CLUES/INFORMATION DISCOVERED: _____

IMPORTANT NOTES: _____

Unresolved Issues and Leads

ISSUE/LEAD	RESOLVED?
_____	<input type="checkbox"/> YES <input type="checkbox"/> NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

☐ YES ☐ NO

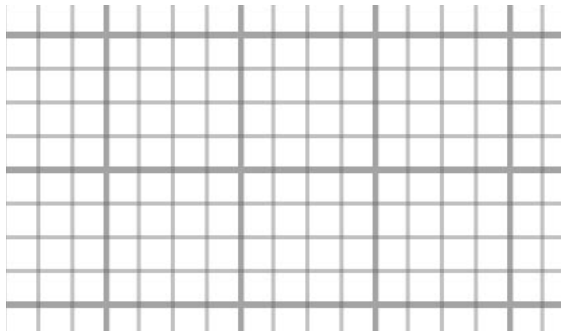
☐ YES ☐ NO

Current Adventure – Mapping

LOCATION NAME: _____

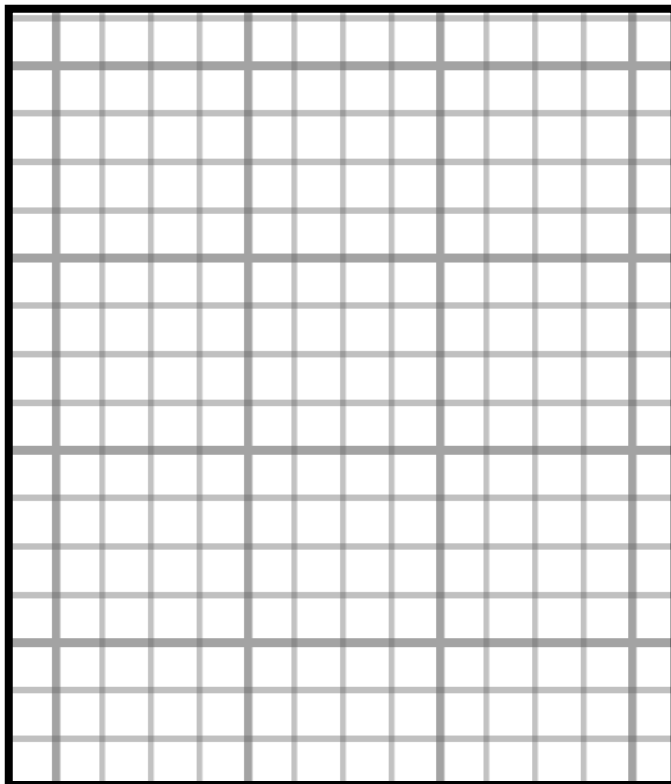
LEVEL: _____

MARCHING ORDER:



Draw it out.

NOTES: _____

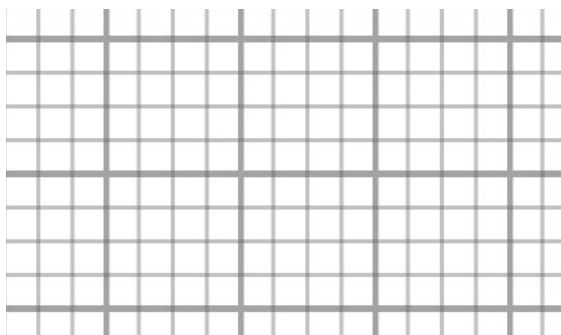


Current Adventure – Mapping

LOCATION NAME: _____

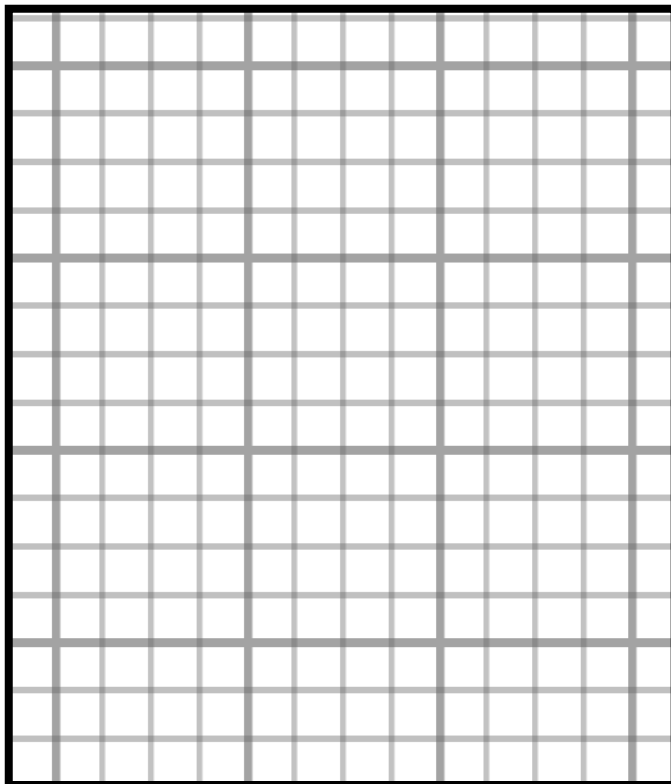
LEVEL: _____

MARCHING ORDER:

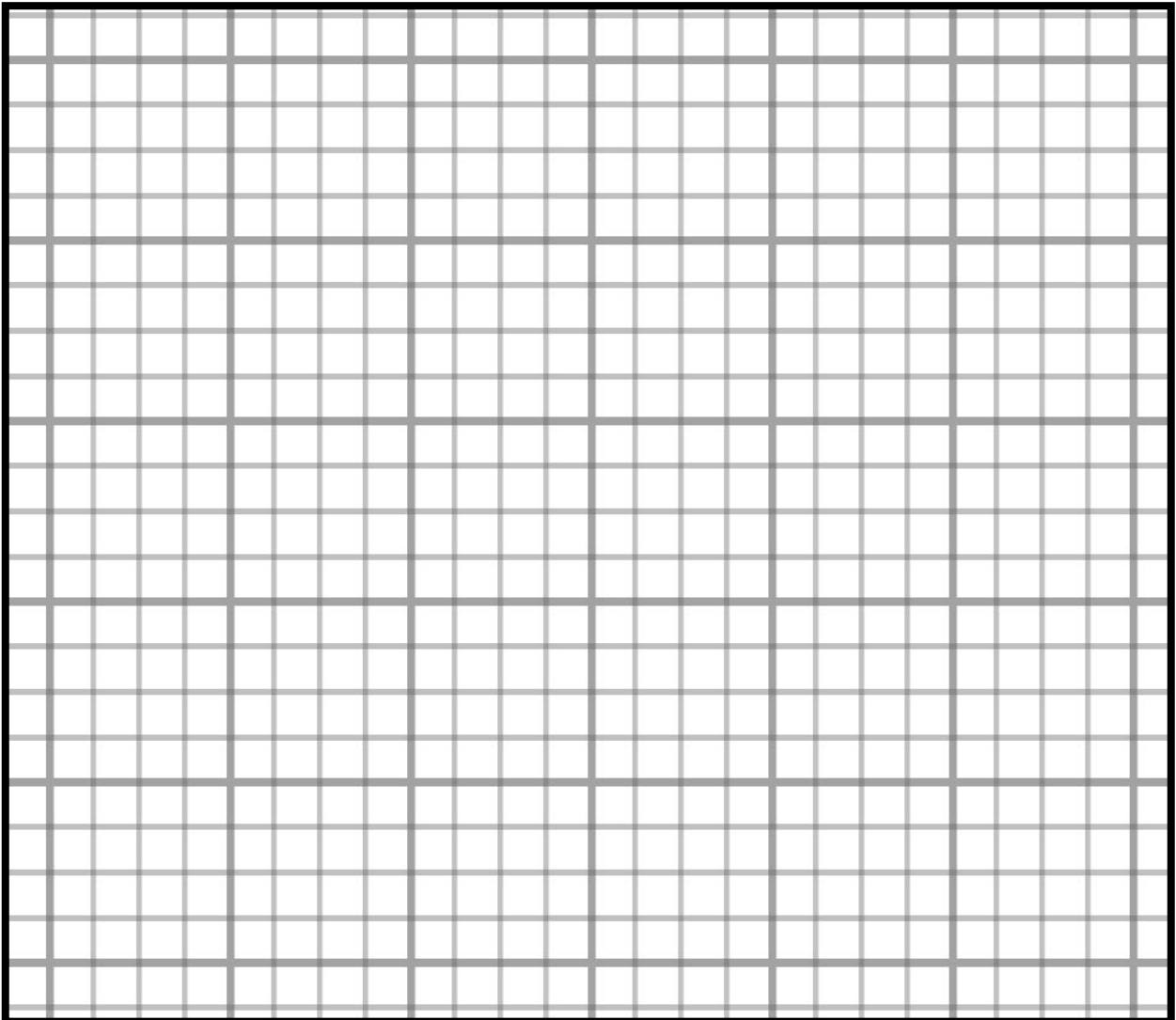


Draw it out.

NOTES: _____



Character's Keep, Home, or Other Holding



Journal Entry

Day_____Month_____Year_____

[illegible]

This image shows a full page of white paper with horizontal black ruling lines. The lines are evenly spaced and run across the width of the page. At the top center, there is a dark grey header bar containing the word "Notes" in a white, serif font.

Starting Occupations

An adventurer will hold many occupations as his life unfolds, but the benefits of a starting occupation are only applied once, at the time of character creation.

Many starting occupations have a prerequisite that the character must meet to qualify for the occupation. Each occupation provides a number of additional permanent class skills that the character can select from a list of choices. Once selected, a permanent class skill is always considered to be a class skill for the character. If the skill selected is already a class skill for the character, he or she gains a one-time competence bonus for that skill.

Some starting occupations provide a bonus feat, bonus equipment, or some other special bonus. Finally, some starting occupations affect the character's starting gold.

Choose one occupation from those presented here and apply the benefits to the character as noted in the occupation's description.

Academic

Academics include librarians, archaeologists, scholars, professors, and teachers. This is an occupation often associates with wizards and clerics.

Prerequisite: Int 14+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Decipher Script, any Knowledge skill, Speak Language, Spellcraft.

Starting Gold Bonus: +1d6×10.

Adventurer

While most characters are adventurers, few have led the adventuring life during their formative years. The character's parents or guardians were adventurers and the character often accompanied them during expeditions.

Prerequisite: Con 14+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bluff, Climb, Disable Device, Escape Artist, Intimidate, Jump, Knowledge (arcana, dungeoneering, or geography), Move Silently, Ride, Spot, Survival, Swim.

Bonus Feat: Select one of the following: Alertness, Combat Reflexes, Endurance, Run, or Toughness.

Starting Equipment Bonus: Light wooden shield, backpack, bedroll, flint and steel, and water-skin.

Blacksmith

Skilled with horses and manufacture of simple weapons, the character spent many years as an apprentice to a master blacksmith.

Prerequisite: Int 12++.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Craft (Blacksmith), Craft (Weaponsmithing), Handle Animal, Profession (Blacksmith), Ride.

Starting Gold Bonus: +1d4×10.

City Watch

Before setting off on his adventuring career the character was a member of the city watch.

Prerequisite: Str 12+, Con 12+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Gather Information, Intimidate, Knowledge (local), Listen, Search, Spot.

Bonus Feat: Select one of the following: Alertness, Combat Reflexes, Diligent, Investigator, or Run.

Starting Gold Bonus: +1d4×30.

Criminal

This illicit starting occupation reveals a background from the wrong side of the law. This occupation includes bandits, burglars, thieves, and common thugs.

Prerequisite: None.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Disable Device, Disguise, Forgery, Hide, Intimidate, Move Silently, Sleight of Hand.

Bonus Feat: Select either Deceitful or Self-Sufficient.

Starting Gold Bonus: +2d4×20.

Mercenary or Soldier

You were a mercenary warrior or soldier in a king's army. Many years were spent training for war and participating in countless skirmishes and conflicts against other kingdoms and goblinoid races.

Prerequisite: Str 12+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Climb, Hide, Move Silently, Survival, Swim.

Bonus Feat: Select one of the following: Athletic, Combat Reflexes, Point Blank Shot, or Toughness.

Starting Equipment Bonus: Light wooden shield, short sword, dagger.

Merchant

Either working in a large city or traversing the trading routes of many kingdoms, the character has learned the ways of barter and trade and swindling customers.

Prerequisite: Int 12+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Appraise, Bluff, Diplomacy, Gather Information, Knowledge (geography, history, or local), Search, Sense Motive.

Starting Gold Bonus: +3d8×10.

Religious

The character was raised in a religious monastery or temple. While it is most likely the character will worship the deity of those who raised him it is not necessary. It's almost as likely the character will be of an opposite alignment as those who raised him.

Prerequisite: None.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Decipher Script, Knowledge (arcana, history, or religion), Listen, Sense Motive.

Starting Gold Bonus: +1d8×10.

Rural

Farm workers, hunters, and others who make a living in rural communities fall under this category.

Prerequisite: None.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Balance, Climb, Handle Animal, Ride, Survival, Swim.

Bonus Feat: Select either Animal Affinity or Track.

Starting Equipment Bonus: Backpack, bedroll, waterskin, and 50' rope.

Sailor

The character has spent many years sailing the world's seas, working hard at sea and learning his way around some of the more frightening harbor cities in the known world.

Prerequisite: Str 12++.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bluff, Climb, Intimidate, Knowledge (geography), Profession (sailor), Spot, Swim, Use Rope.

Starting Gold Bonus: +2d6×10.

Wizard's Apprentice

This occupation is usually the domain of wizard characters but that is not a prerequisite.

Prerequisite: Int 12+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Appraise, Concentration, Decipher Script, Knowledge (arcana), Spellcraft.

Special Ability: If the character is a spellcaster he gains one bonus 1st-level spell slot. If the character is not a spellcaster he may cast 0-level spells as a first level wizard. He starts play with a spellbook and three 0-level Wiz/Sor spells. The character's spellcasting ability may only be improved by taking levels in spellcasting classes.

Player's Archive

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About the Author

Since his first character, an assassin/fighter/magic-user, Philip Reed has been a gamer. He has written material for RPG supplements published by Atlas Games, West End Games, Privateer Press, and Steve Jackson Games (where he works during the day as Director of Special Projects). This is his first work with Mystic Eye Games and he's looking forward to working on future projects with Hal and Doug.

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