

CHARACTER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_  
 RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 PATRON DEITY/RELIGION \_\_\_\_\_  
 ORIGIN \_\_\_\_\_ RESIDENCE \_\_\_\_\_

# NYAMBE

## CHARACTER RECORD SHEET

### ABILITY SCORES

STRENGTH  
 DEXTERITY  
 CONSTITUTION  
 INTELLIGENCE  
 WISDOM  
 CHARISMA

SCORE	MOD	TEMP SCORE	TEMP MOD

### HIT POINTS

MAX

CURRENT

DIE TYPE(S)

DAMAGE REDUCTION

### SKILLS

- ALCHEMY
- ANIMAL EMPATHY
- APPRAISE
- BALANCE
- BLUFF
- CLIMB
- CONCENTRATION
- CRAFT  ( \_\_\_\_\_ )
- DECIPHER SCRIPT
- DIPLOMACY
- DISABLE DEVICE
- DISGUISE
- ESCAPE ARTIST
- FORGERY
- GATHER INFORMATION
- HANDLE ANIMAL
- HEAL
- HIDE
- INNUENDO
- INTIMIDATE
- INTUIT DIRECTION
- JUMP
- KNOWLEDGE ( \_\_\_\_\_ ) INT
- KNOWLEDGE ( \_\_\_\_\_ ) INT
- KNOWLEDGE ( \_\_\_\_\_ ) INT
- KNOWLEDGE ( \_\_\_\_\_ ) INT
- KNOWLEDGE ( \_\_\_\_\_ ) INT
- LISTEN
- MOVE SILENTLY
- OPEN LOCK
- PERFORM  ( \_\_\_\_\_ )
- ( \_\_\_\_\_ )
- PICK POCKET
- PROFESSION ( \_\_\_\_\_ ) WIS
- READ LIPS
- RIDE
- SCRY
- SEARCH
- SENSE MOTIVE
- SPELLCRAFT
- SPOT
- SWIM
- TUMBLE
- USE MAGIC DEVICE
- USE ROPE
- WILDERNESS LORE

MAX RANKS = LVL+3(1/2)

CROSS CLASS	TOTAL	ABILITY RANKS	RACE	MISC 1	MISC 2
INT					
CHA					
INT					
DEX*					
CHA					
STR*					
CON					
INT					
CHA					
INT					
CHA					
INT					
CHA					
DEX*					
INT					
CHA					
WIS					
DEX*					
WIS					
CHA					
WIS					
STR*					
INT					
INT					
INT					
INT					
WIS					
DEX*					
DEX					
CHA					
( _____ )					
DEX*					
WIS					
INT					
INT					
INT					
INT					
WIS					
DEX*					
DEX					
CHA					
CHA					
WIS					
INT					
INT					
WIS					
INT					
INT					
WIS					
INT					
INT					
WIS					
INT					
INT					
WIS					
STR†					
DEX*					
CHA					
DEX					
WIS					

ARMOR = 10 +  
 CLASS

**ARMOR**

ARMOR	SHIELD	DEX	MODIFIERS	WIS	SIZE	NATURAL	MISC
			DEX	WIS			

- AC WHEN FLAT-FOOTED
- AC VERSUS TOUCH ATTACKS
- MISS CHANCE
- MAX DEXTERITY BONUS
- ARMOR CHECK PENALTY
- ARCANE SPELL FAILURE
- SPELL RESISTANCE

### SAVING THROWS

TOTAL	BASE	ABILITY	MODIFIERS	MAGIC	MISC	TEMP
FORTITUDE (CON)		CON				
REFLEX (DEX)		DEX				
WILL (WIS)		WIS				

### INITIATIVE

TOTAL	DEX	MISC
	DEX	
	BASE	MODIFIED
SPEED		

### ATTACK ROLLS

TOTAL	2ND	MULTIPLE ATTACKS			CLASS BASE				MODIFIERS			TEMP	
		3RD	4TH	5TH	1	2	3	4	ABILITY	SIZE	MISC		
MELEE (STR)									STR				
RANGED (DEX)									DEX				
MULTIPLE ATTACK ADJ									TOTAL	BASE	STR	SIZE	MISC
											STR		

ADDITIONAL MODIFIERS

GRAPPLE

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
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NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

CAN BE USED WITH 0 RANKS — \* ARMOR CHECK PENALTY APPLIES — † -1 PER 5 LBS. OF GEAR

### PROFICIENCIES

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