# NYAMBE

## CHARACTER RECORD SHEET

CHARACTER _____ PLAYER _____

CLASS _____ LEVEL _____

RACE _____ ALIGNMENT _____

PATRON DEITY/RELIGION _____

ORIGIN _____ RESIDENCE _____

## ABILITY SCORES

| | SCORE | MOD | TEMP SCORE | TEMP MOD |
|---|---|---|---|---|
| STRENGTH | | | | |
| DEXTERITY | | | | |
| CONSTITUTION | | | | |
| INTELLIGENCE | | | | |
| WISDOM | | | | |
| CHARISMA | | | | |

## HIT POINTS

MAX

DMG REDUCTION

CURRENT

MASSIVE DMG THRESHOLD

HEALING RATE

DIE TYPE(S)

## ARMOR

ARMOR = 10 + ARMOR + SHIELD + DEX + SIZE + NATURAL + MISC 1 + MISC 2

CLASS

MODIFIERS

ARMOR WORN/ADDITIONAL MODIFIERS

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

## SAVING THROWS

| | TOTAL | CLASS BASE 1 | 2 | 3 | 4 | MODIFIERS ABILITY | MAGIC | MISC |
|---|---|---|---|---|---|---|---|---|
| FORTITUDE | | | | | | CON | | |
| REFLEX | | | | | | DEX | | |
| WILL | | | | | | WIS | | |

## INITIATIVE

| TOTAL | DEX | MISC |
|---|---|---|
| | DEX | |

| | BASE | MODIFIED |
|---|---|---|
| SPEED | | |

## ATTACK ROLLS

| | TOTAL | MULTIPLE ATTACKS 2ND | 3RD | 4TH | 5TH | CLASS BASE 1 | 2 | 3 | 4 | MODIFIERS ABILITY | SIZE | MISC 1 | MISC 2 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| MELEE | | –5 | –10 | –15 | | | | | | STR | | | |
| RANGED | | –5 | –10 | –15 | | | | | | DEX | | | |
| GRAPPLE | | –5 | –10 | –15 | | | | | | STR | | | |
| | | | | | | | | | | | | | |

ADDITIONAL MODIFIERS

## WEAPONS

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

## SKILLS

MAX RANKS = LVL+3(/2)

| | CLASS SKILL | TOTAL | ABILITY | RANKS | MISC 1 | MISC 2 | MISC 3 |
|---|---|---|---|---|---|---|---|
| ANIMAL EMPATHY | | | CHA | | | | |
| APPRAISE ▦ | | | INT | | | | |
| AUTOHYPNOSIS | | | WIS | | | | |
| BALANCE ▦ | | | DEX* | | | | |
| BLUFF ▦ | | | CHA | | | | |
| CLIMB ▦ | | | STR* | | | | |
| CONCENTRATION ▦ | | | CON | | | | |
| 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* | | | | |
| INNUENDO | | | WIS | | | | |
| INTIMIDATE ▦ | | | CHA | | | | |
| INTUIT DIRECTION | | | WIS | | | | |
| JUMP ▦ | | | STR* | | | | |
| KNOWLEDGE (_____) | | | INT | | | | |
| KNOWLEDGE (_____) | | | INT | | | | |
| KNOWLEDGE (_____) | | | INT | | | | |
| KNOWLEDGE (_____) | | | INT | | | | |
| LISTEN ▦ | | | WIS | | | | |
| MOVE SILENTLY ▦ | | | DEX* | | | | |
| NATURAL MEDICINE | | | INT | | | | |
| OPEN LOCK | | | DEX | | | | |
| PERFORM ▦ (_____) | | | CHA | | | | |
| PICK POCKET | | | DEX* | | | | |
| PROFESSION (_____) | | | WIS | | | | |
| PSICRAFT | | | INT | | | | |
| READ LIPS | | | INT | | | | |
| RIDE ▦ | | | DEX | | | | |
| SCRY ▦ | | | INT | | | | |
| SEARCH ▦ | | | INT | | | | |
| SENSE MOTIVE ▦ | | | WIS | | | | |
| SPELLCRAFT | | | INT | | | | |
| SPOT ▦ | | | WIS | | | | |
| SWIM ▦ | | | STR† | | | | |
| TUMBLE | | | DEX* | | | | |
| USE MAGIC DEVICE | | | CHA | | | | |
| USE ROPE ▦ | | | DEX | | | | |
| WILDERNESS LORE ▦ | | | WIS | | | | |

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

## PROFICIENCIES

WEAPONS: ❑ SIMPLE ❑ MARTIAL ARMOR: ❑ LIGHT ❑ MEDIUM ❑ HEAVY ❑ SHIELDS

# EQUIPMENT

| ITEM | LOCATION | WT | ITEM | LOCATION | WT | ITEM | LOCATION | WT |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |
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| | | | | | | | | |
| | | | | | | | | |
| CURRENT LOAD | | | | | | TOTAL WEIGHT CARRIED | | |

# MOVEMENT AND LIFTING

| | WALK | HUSTLE | RUN |
|---|---|---|---|
| MOVEMENT | = BASE SPEED | = 2 × BASE SPEED | = 4 × BASE SPEED |
| | LIFT OVER HEAD | LIFT OFF GROUND | PUSH OR DRAG |
| LIFTING | = MAX LOAD | = 2 × MAX LOAD | = 5 × MAX LOAD |

| LOAD | CAPACITY | MAX DEX | ENC PEN | RUN |
|---|---|---|---|---|
| LIGHT | | NORMAL | NORMAL | NORMAL |
| MEDIUM | | +3 | −3 | ×4 |
| HEAVY | | +1 | −6 | ×3 |

# EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

HIT POINTS BY LEVEL

# MONEY AND GEMS

CP —

SP —

GP —

PP —

GEMS —

# SPECIAL ABILITIES AND FEATS

# LANGUAGES

## SPELLS

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

SPELL SAVE DC MOD [ ] = 10 + MODIFIERS: ABILITY [ ] MISC [ ]

## TURN UNDEAD

| | TOTAL | | MODIFIERS: CHA | LEVEL | MISC |
|---|---|---|---|---|---|
| TIMES/DAY | | = 3 + | CHA | | |
| CHECK | | = | CHA | | |
| DAMAGE | | + 2d6 = | CHA | | |

## SPELLS AND MAGIC ITEMS

## HENCHMEN/ANIMAL COMPANIONS

| NAME | RACE/CLASS | HD/LVL | HP | INIT | SPD | AC | ATK | STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | | | |
| NOTES | | | | | | | | | | | | | |
| NAME | RACE/CLASS | HD/LVL | HP | INIT | SPD | AC | ATK | STR | DEX | CON | INT | WIS | CHA |
| | | | | | | | | | | | | | |
| NOTES | | | | | | | | | | | | | |
| NAME | RACE/CLASS | HD/LVL | HP | INIT | SPD | AC | ATK | STR | DEX | CON | INT | WIS | CHA |
| | | | | | | | | | | | | | |
| NOTES | | | | | | | | | | | | | |
| NAME | RACE/CLASS | HD/LVL | HP | INIT | SPD | AC | ATK | STR | DEX | CON | INT | WIS | CHA |
| | | | | | | | | | | | | | |
| NOTES | | | | | | | | | | | | | |

# CHARACTER DESCRIPTION

| CHARACTER NAME | AGE | SEX |
|---|---|---|
| DESCRIPTION | BIRTH DATE | SIZE |
| | HEIGHT | WEIGHT |
| | HAIR | EYES |
| | SKIN | HANDEDNESS |

PERSONALITY

CHARACTER SKETCH

CHARACTER TRAITS

CHARACTER FLAWS

BLOODLINE

CONTACTS/FRIENDS

ENEMIES

QUOTE(S)

WILL

# BACKGROUND AND NOTES

DATE CREATED

DM/CAMPAIGN

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