

# TEMPLORE

## CHARACTER RECORD SHEET

ABILITY	SCORE	MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				
MAXIMUM HP	CURRENT HP	NONLETHAL DAMAGE	DAMAGE REDUCTION	

WOUNDS		
THRESHOLD	TOTAL HIT POINTS	PENALTIES
HEALTHY (100%)		-
GRAZED (75%)		-1
WOUNDED (50%)		-2
CRITICAL (25%)		-3
DISABLED (0%)		DISABLED

ARMOUR			
DEFENSE SCORE	SHIELD BONUS	DEXTERITY MODIFIER	Misc. BONUS
	= 10+		
FLAT-FOOTED DEFENSE			TOUCH DEFENSE

SAVES					
	TOTAL	BASE SAVE	ABILITY MOD.	MAGIC MOD.	MISC. MOD.
FORTITUDE					
REFLEX					
WILL					

BASE ATTACK BONUS:  /  /  /

SPELL RESISTANCE:

	TOTAL	BAB	STR MOD.	SIZE MOD.	Misc. MOD.
CMB					

	TOTAL	+ 10	BAB	STR MOD.	DEX MOD.	SIZE MOD.	Misc. MOD.
CMD							

SPEED	FEET	SQUARES
BASE SPEED		
WITH ARMOR		

CHARACTER NAME \_\_\_\_\_

PLAYER NAME \_\_\_\_\_

RACE \_\_\_\_\_ CLASS \_\_\_\_\_

ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_ AGE \_\_\_\_\_

GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

HAIR \_\_\_\_\_ EYES \_\_\_\_\_ HOMELAND \_\_\_\_\_

LANGUAGES \_\_\_\_\_

**EXPERIENCE PTS.**      **NEXT LEVEL**

--	--

**INITIATIVE**

TOTAL	DEX MOD.	MISC. MOD.

**ATTACK**

WEAPON	ATTACK BONUS	Critical	
Type	Range	Ammunition	Damage
SPECIAL QUALITIES			

**ATTACK**

WEAPON	ATTACK BONUS	Critical	
Type	Range	Ammunition	Damage
SPECIAL QUALITIES			

**ATTACK**

WEAPON	ATTACK BONUS	Critical	
Type	Range	Ammunition	Damage
SPECIAL QUALITIES			

**ATTACK**

WEAPON	ATTACK BONUS	Critical	
Type	Range	Ammunition	Damage
SPECIAL QUALITIES			

ARMOR \_\_\_\_\_ BONUS \_\_\_\_\_ TYPE \_\_\_\_\_  
 CHECK PENALTY \_\_\_\_\_ SPELL FAILURE \_\_\_\_\_ %  
 WEIGHT \_\_\_\_\_ PROPERTIES \_\_\_\_\_  
  
 SHIELD \_\_\_\_\_ BONUS \_\_\_\_\_ TYPE \_\_\_\_\_  
 CHECK PENALTY \_\_\_\_\_ SPELL FAILURE \_\_\_\_\_ %  
 WEIGHT \_\_\_\_\_ PROPERTIES \_\_\_\_\_

RACIAL TRAITS	

<b>CHARACTER TRAITS</b>	
<b>TRAIT</b>	<b>BENEFIT</b>

<b>SPECIAL ABILITIES</b>	
<b>ABILITY</b>	<b>BENEFIT</b>

SKILL NAME	TOTAL BONUS	+3	ABILITY MOD.	Skill Ranks	Misc. Mod.
ACROBATICS			DEX		
APPRAISE			INT		
BLUFF			CHA		
CLIMB			STR		
CRAFT			INT		
CRAFT			INT		
CRAFT			INT		
DIPLOMACY			CHA		
DISABLE DEVICE *			DEX		
DISGUISE			CHA		
ESCAPE ARTIST			DEX		
FLY			DEX		
HANDLE ANIMAL *			CHA		
HEAL			WIS		
INTIMIDATE			CHA		
KNOWLEDGE (ARCANA) *			INT		
KNOWLEDGE (DUNGEON.)*			INT		
KNOWLEDGE (ENGINEER.)*			INT		
KNOWLEDGE (GEO.) *			INT		
KNOWLEDGE (HISTORY) *			INT		
KNOWLEDGE (LOCAL) *			INT		
KNOWLEDGE (NATURE) *			INT		
KNOWLEDGE (NOBILITY) *			INT		
KNOWLEDGE (PLANES) *			INT		
KNOWLEDGE (RELIGION) *			INT		
LINGUISTICS*			INT		
PERCEPTION			WIS		
PERFORM			CHA		
PERFORM			CHA		
PROFESSION*			WIS		
PROFESSION*			WIS		
RIDE			DEX		
SENSE MOTIVE			WIS		
SLEIGHT OF HAND *			DEX		
SPELLCRAFT*			INT		
STEALTH			DEX		
SURVIVAL			WIS		
SWIM			STR		
USE MAGIC DEVICE *			CHA		

**\*TRAINED ONLY**

CARRYING CAPACITY			
LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		DRAG OR PUSH	

<b>GEAR</b>
HAT/MASK
HEADBAND
EYES
NECK/THROAT
SHOULDERS
CHEST
CLOTHING/BODY
BELT/WAIST
ARMS/WRISTS
HANDS
RIGHT RING
LEFT RING
FEET

# SCROLLS

# POTIONS

## PORTRAIT

## BACKGROUND

HOME NATION

HOME VILLAGE/TOWN/CITY

### PARENTS

MOTHER

FATHER

### SIBLINGS

### AUNTS, UNCLES, OTHER FAMILY

### FRIENDS, FOES, AND CONNECTIONS

### RELIGION

DEITY/PANTHEON

CUSTOMS AND OBSERVANCES

### NOTES

### PERSONALITY

#### QUIRKS AND TRAITS

#### GOALS AND MOTIVATIONS

#### FEARS

#### LIKES

#### DISLIKES

#### DISTINGUISHING FEATURES

#### PREFERRED CLOTHING

## **CASTER LEVEL**

---

**CASTING ABILITY:** **MODIFIER:**

## **SPHERE ABILITY SAVE DC**

TOTAL	½ CASTER LEVEL	CASTING ABILITY MOD
	<b>= 10 +</b>	

**MSB**  **MSD**

## CONCENTRATION CHECK

<b>TOTAL</b>	<b>MSB</b>	<b>CASTING ABILITY MOD.</b>

## SPELL POINTS

<b>TOTAL</b>	<b>CURRENT TOTAL</b>
--------------	----------------------

# SPHERE EFFECTS

<b>NAME</b>					
<b>RANGE</b>	<b>AREA</b>	<b>CL</b>	<b>DC</b>	<b>MODIFIERS</b>	

**EFFECT**

<b>NAME</b>	<b>RANGE</b>	<b>AREA</b>	<b>CL</b>	<b>DC</b>	<b>MODIFIERS</b>

## EFFECT

NAME	RANGE	AREA	CL	DC	MODIFIERS

NAME		RANGE	AREA	CL	DC	MODIFIERS
------	--	-------	------	----	----	-----------

EFFECT					
--------	--	--	--	--	--

<b>NAME</b>					
<b>RANGE</b>	<b>AREA</b>	<b>CL</b>	<b>DC</b>	<b>MODIFIERS</b>	

**EFFECT**

<b>NAME</b>					
<b>RANGE</b>	<b>AREA</b>	<b>CL</b>	<b>DC</b>	<b>MODIFIERS</b>	

## MAGIC TALENTS

TALENT

SPHERE

COMPANION

NAME: \_\_\_\_\_ SPEED: \_\_\_\_\_ SENSES: \_\_\_\_\_ PERC: \_\_\_\_\_  
ALIGNMENT: \_\_\_\_\_ SIZE: \_\_\_\_\_ TYPE: \_\_\_\_\_ INIT: \_\_\_\_\_

<b>STR</b>		<b>DEFENSE</b>		<b>FORT</b>	
<b>DEX</b>		<b>TOUCH</b>		<b>REF</b>	
<b>CON</b>		<b>FLATFOOT</b>		<b>WILL</b>	
<b>INT</b>		<b>CMB</b>		<b>MELEE</b>	
<b>WIS</b>		<b>CMD</b>		<b>RANGED</b>	
<b>INT</b>		<b>HP</b>		<b>CURRENT</b>	
				<b>HP</b>	

ATTACK	DAMAGE	ATT. BONUS	CRITICAL
ATTACK	DAMAGE	ATT. BONUS	CRITICAL
ATTACK	DAMAGE	ATT. BONUS	CRITICAL

#### **SKILLS, FEATS, TRICKS, SPECIAL QUALITIES:**