Valherjar

Name _____ **Class** _____ **Aett** _____
Level / Prestige _____ **Race** _____ **Alignment** _____
Age (actual/apparent) ____ **Gender** ____ **Height** _____ **Weight** _____ **Eyes** _____ **Hair** _____ **Skin** _____

Abilities

			Ability Score	Ability Mod	Temp Score	Temp Mod
Strength						
Dexterity						
Constitution						
Intelligence						
Wisdom						
Charisma						

Defense & Health

Hit Points _____ Current _____

Armor Class _____ 10 + _____ (Class Mod) _____ (Equip Mod) _____ (Dex Mod) _____ (Size Mod) _____ (Misc Mod)

Touch _____ Flat-Footed _____

Initiative

Total _____
Touch _____
Flat _____

Action Points

Total _____
Current _____

Bonuses

Attack
Base _____ **Ranged** _____
Melee _____ **Grapple** _____

Saving
Fort _____ **Will** _____
Reflex _____ **Spell** _____

Skills

Name	Total	Key Ability	Ability Mod	Ranks	Misc Mod
❑ Appraise ✹	____ =	Int	____	____	____
❑ Balance ✹	____ =	Dex*	____	____	____
❑ Bluff ✹	____ =	Cha	____	____	____
❑ Climb ✹	____ =	Str*	____	____	____
❑ Concentration ✹	____ =	Con	____	____	____
❑ Craft ✹ (_____)	____ =	Int	____	____	____
❑ Craft ✹ (_____)	____ =	Int	____	____	____
❑ Decipher	____ =	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	____	____	____
❑ Listen ✹	____ =	Int	____	____	____
❑ Move Silently ✹	____ =	Dex*	____	____	____
❑ Open Lock	____ =	Dex	____	____	____
❑ 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	____	____	____
❑ _____	____ =	____	____	____	____
❑ _____	____ =	____	____	____	____

Magic and Boons

Name	Action Points	Action Type
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____
° _____	_____	_____

Attacks

Type	Bonus	Damage	Crit.	Range	Type
° _____	_____	_____	____	_____	_____
° _____	_____	_____	____	_____	_____
° _____	_____	_____	____	_____	_____
° _____	_____	_____	____	_____	_____
° _____	_____	_____	____	_____	_____

Feats and Equipment

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