



# ORIENTAL ADVENTURES™

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

RACE \_\_\_\_\_ CLAN/BLOODLINE/TRIBE \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ ECL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ SPEED \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
<b>STR</b> STRENGTH								
<b>DEX</b> DEXTERITY								
<b>CON</b> CONSTITUTION								
<b>INT</b> INTELLIGENCE								
<b>WIS</b> WISDOM								
<b>CHA</b> CHARISMA								

**HONOR**

**SHADOWLANDS TAINT POINTS**

**TAINT MODIFIER** \_\_\_\_\_

**INITIATIVE MODIFIER**  =  +

TOTAL DEX MODIFIER MISC MODIFIER

**BASE ATTACK BONUS**

**HP** HIT POINTS

**AC** ARMOR CLASS  = 10 +  +  +  +  +  +  +

TOTAL WOUNDS/CURRENT HP SUBDUAL DAMAGE DAMAGE REDUCTION HIT DIE TYPE

**VOID** (VIA VOID USE)

**SAVING THROWS**

**FORTITUDE** (CONSTITUTION) TOTAL =  +  +  +  +  +

**REFLEX** (DEXTERITY) TOTAL =  +  +  +  +  +

**WILL** (WISDOM) TOTAL =  +  +  +  +  +

CONDITIONAL MODIFIERS

**MELEE** ATTACK BONUS TOTAL =  +  +  +  +  +

**RANGED** ATTACK BONUS TOTAL =  +  +  +  +  +

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

**AMMUNITION**

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

CLASS SKILL	SKILLS					MAX RANKS	/
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
<input type="checkbox"/>	ALCHEMY	INT			+	+	
<input type="checkbox"/>	ANIMAL EMPATHY	CHA			+	+	
<input type="checkbox"/>	APPRAISE ■	INT			+	+	
<input type="checkbox"/>	BALANCE ■	DEX*			+	+	
<input type="checkbox"/>	BATTLE	WIS			+	+	
<input type="checkbox"/>	BLUFF ■	CHA			+	+	
<input type="checkbox"/>	CLIMB ■	STR*			+	+	
<input type="checkbox"/>	CONCENTRATION ■	CON			+	+	
<input type="checkbox"/>	CRAFT ■ ( _____ )	INT			+	+	
<input type="checkbox"/>	DECIPHER SCRIPT	INT			+	+	
<input type="checkbox"/>	DIPLOMACY ■	CHA			+	+	
<input type="checkbox"/>	DISABLE DEVICE	INT			+	+	
<input type="checkbox"/>	DISGUISE ■	CHA			+	+	
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*			+	+	
<input type="checkbox"/>	FORGERY ■	INT			+	+	
<input type="checkbox"/>	GATHER INFORMATION ■	CHA			+	+	
<input type="checkbox"/>	HANDLE ANIMAL	CHA			+	+	
<input type="checkbox"/>	HEAL ■	WIS			+	+	
<input type="checkbox"/>	HIDE ■	DEX*			+	+	
<input type="checkbox"/>	IAIJUTSU FOCUS ■	CHA			+	+	
<input type="checkbox"/>	INUENDO	WIS			+	+	
<input type="checkbox"/>	INTIMIDATE ■	CHA			+	+	
<input type="checkbox"/>	INTUIT DIRECTION	WIS			+	+	
<input type="checkbox"/>	JUMP ■	STR*			+	+	
<input type="checkbox"/>	KNOWLEDGE (ARCANA)	INT			+	+	
<input type="checkbox"/>	KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT			+	+	
<input type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT			+	+	
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT			+	+	
<input type="checkbox"/>	KNOWLEDGE (LOCAL)	INT			+	+	
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT			+	+	
<input type="checkbox"/>	KNOWLEDGE (NOBILITY & ROYALTY)	INT			+	+	
<input type="checkbox"/>	KNOWLEDGE (RELIGION)	INT			+	+	
<input type="checkbox"/>	KNOWLEDGE (SHADOWLANDS/SPIRITS)	INT			+	+	
<input type="checkbox"/>	KNOWLEDGE (SHINTAO)	INT			+	+	
<input type="checkbox"/>	LISTEN ■	WIS			+	+	
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*			+	+	
<input type="checkbox"/>	OPEN LOCK	DEX			+	+	
<input type="checkbox"/>	PERFORM ■ ( _____ )	CHA			+	+	
<input type="checkbox"/>	( _____ )	CHA			+	+	
<input type="checkbox"/>	( _____ )	CHA			+	+	
<input type="checkbox"/>	PICK POCKET	DEX*			+	+	
<input type="checkbox"/>	PROFESSION ( _____ )	WIS			+	+	
<input type="checkbox"/>	READ LIPS	INT			+	+	
<input type="checkbox"/>	RIDE ■ ( _____ )	DEX			+	+	
<input type="checkbox"/>	SCRY ■	INT			+	+	
<input type="checkbox"/>	SEARCH ■	INT			+	+	
<input type="checkbox"/>	SENSE MOTIVE ■	WIS			+	+	
<input type="checkbox"/>	SPELLCRAFT	INT			+	+	
<input type="checkbox"/>	SPOT ■	WIS			+	+	
<input type="checkbox"/>	SWIM ■	STR**			+	+	
<input type="checkbox"/>	TUMBLE	DEX*			+	+	
<input type="checkbox"/>	USE MAGIC DEVICE	CHA			+	+	
<input type="checkbox"/>	USE ROPE ■	DEX			+	+	
<input type="checkbox"/>	WILDERNESS LORE ■	WIS			+	+	
<input type="checkbox"/>					+	+	
<input type="checkbox"/>					+	+	
<input type="checkbox"/>					+	+	
<input type="checkbox"/>					+	+	

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Mark class skills with ☒. \*ARMOR CHECK PENALTY, if any, applies. \*\* -1 per 5 lb. of gear.

