

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS AND LEVEL \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_  
 SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HP HIT POINTS	AC ARMOR CLASS	TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	INITIATIVE MODIFIER	NONLETHAL DAMAGE	SPEED
STR STRENGTH												
DEX DEXTERITY												
CON CONSTITUTION												
INT INTELLIGENCE												
WIS WISDOM												
CHA CHARISMA												

AC TOTAL = 10 + [ARMOR BONUS] + [SHIELD BONUS] + [DEX MODIFIER] + [SIZE MODIFIER] + [NATURAL ARMOR] + [DEFLECTION MODIFIER] + [MISC MODIFIER]

INITIATIVE TOTAL = [DEX MODIFIER] + [MISC MODIFIER]

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS [ ] SPELL RESISTANCE [ ]

GRAPPLE MODIFIER [ ] = [ ] + [ ] + [ ] + [ ]

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MISC MODIFIER

MELEE attack bonus [ ] = [ ] + [ ] + [ ] + [ ]

TOTAL BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER

RANGED attack bonus [ ] = [ ] + [ ] + [ ] + [ ]

TOTAL BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS

- APPRAISE ■ INT [ ] = [ ] + [ ] + [ ]
- BALANCE ■ DEX [ ] = [ ] + [ ] + [ ]
- BLUFF ■ CHA [ ] = [ ] + [ ] + [ ]
- CLIMB ■ STR [ ] = [ ] + [ ] + [ ]
- CONCENTRATION ■ CON [ ] = [ ] + [ ] + [ ]
- CRAFT ■ ( ) INT [ ] = [ ] + [ ] + [ ]
- CRAFT ■ ( ) INT [ ] = [ ] + [ ] + [ ]
- 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 [ ] = [ ] + [ ] + [ ]
- INTIMIDATE ■ CHA [ ] = [ ] + [ ] + [ ]
- JUMP ■ STR [ ] = [ ] + [ ] + [ ]
- KNOWLEDGE ( ) INT [ ] = [ ] + [ ] + [ ]
- KNOWLEDGE ( ) INT [ ] = [ ] + [ ] + [ ]
- KNOWLEDGE ( ) INT [ ] = [ ] + [ ] + [ ]
- KNOWLEDGE ( ) INT [ ] = [ ] + [ ] + [ ]
- LISTEN ■ WIS [ ] = [ ] + [ ] + [ ]
- MOVE SILENTLY ■ DEX [ ] = [ ] + [ ] + [ ]
- OPEN LOCK DEX [ ] = [ ] + [ ] + [ ]
- PERFORM ( ) CHA [ ] = [ ] + [ ] + [ ]
- 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 [ ] = [ ] + [ ] + [ ]
- \_\_\_\_\_ [ ] = [ ] + [ ] + [ ]
- \_\_\_\_\_ [ ] = [ ] + [ ] + [ ]
- \_\_\_\_\_ [ ] = [ ] + [ ] + [ ]

■ Denotes a skill that can be used untrained.  
 Mark this box with an X if the skill is a class skill for the character.  
 Armor check penalty ( ) applies. (Double penalty for Swim.)

