

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] + [DAMAGE REDUCTION]

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		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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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.)

CAMPAIGN
[]

EXPERIENCE POINTS

GEAR

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

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

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
TOTAL WEIGHT CARRIED					

LIGHT LOAD MEDIUM LOAD HEAVY LOAD LIFT OVER HEAD EQUALS MAX LOAD LIFT OFF GROUND 2x MAX LOAD PUSH OR DRAG 5x MAX LOAD

MONEY

CP —
SP —
GP —
PP —

FEATS

PG. _____

SPECIAL ABILITIES

PG. _____

SPELLS

0: _____

1ST: _____

2ND: _____

3RD: _____

4TH: _____

5TH: _____

6TH: _____

7TH: _____

8TH: _____

9TH: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

 %

CONDITIONAL MODIFIERS

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

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus