

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 | | | | | | NONLETHAL DAMAGE | SPEED | |
| STR STRENGTH | | | | | | | | | | | | | | |
| DEX DEXTERITY | | | | | | AC ARMOR CLASS | TOTAL = 10 + | | | | | DAMAGE REDUCTION | | |
| CON CONSTITUTION | | | | | | | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC MODIFIER | |
| INT INTELLIGENCE | | | | | | TOUCH ARMOR CLASS | FLAT-FOOTED ARMOR CLASS | | | | | | | |
| WIS WISDOM | | | | | | INITIATIVE MODIFIER | TOTAL = | | | | | | | |
| CHA CHARISMA | | | | | | | 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 |
| <input type="checkbox"/> | APPRAISE ■ | INT | | | |
| <input type="checkbox"/> | BALANCE ■ | DEX | | | |
| <input type="checkbox"/> | BLUFF ■ | CHA | | | |
| <input type="checkbox"/> | CLIMB ■ | STR | | | |
| <input type="checkbox"/> | CONCENTRATION ■ | CON | | | |
| <input type="checkbox"/> | CRAFT ■ () | INT | | | |
| <input type="checkbox"/> | CRAFT ■ () | INT | | | |
| <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"/> | INTIMIDATE ■ | CHA | | | |
| <input type="checkbox"/> | JUMP ■ | STR | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE () | 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"/> | PERFORM () | CHA | | | |
| <input type="checkbox"/> | PERFORM () | CHA | | | |
| <input type="checkbox"/> | PROFESSION () | WIS | | | |
| <input type="checkbox"/> | PROFESSION () | WIS | | | |
| <input type="checkbox"/> | RIDE ■ | DEX | | | |
| <input type="checkbox"/> | SEARCH ■ | INT | | | |
| <input type="checkbox"/> | SENSE MOTIVE ■ | WIS | | | |
| <input type="checkbox"/> | SLEIGHT OF HAND | DEX | | | |
| <input type="checkbox"/> | SPELLCRAFT | INT | | | |
| <input type="checkbox"/> | SPOT ■ | WIS | | | |
| <input type="checkbox"/> | SURVIVAL ■ | 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"/> | _____ | _____ | | | |
| <input type="checkbox"/> | _____ | _____ | | | |
| <input type="checkbox"/> | _____ | _____ | | | |

■ 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.)

