

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												

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 = (BASE ATTACK BONUS) + (STRENGTH MODIFIER) + (SIZE MODIFIER) + (MISC MODIFIER)

MELEE attack bonus = (BASE ATTACK BONUS) + (STR MODIFIER) + (SIZE MODIFIER) + (MISC MODIFIER)

RANGED attack bonus = (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
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AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)		MISC MODIFIER
				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"/>	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.)

CAMPAIGN

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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					

<input style="border: 1px solid black; width: 30px; height: 15px;" type="checkbox"/> LIGHT LOAD	<input style="border: 1px solid black; width: 30px; height: 15px;" type="checkbox"/> MEDIUM LOAD	<input style="border: 1px solid black; width: 30px; height: 15px;" type="checkbox"/> HEAVY LOAD	<input style="border: 1px solid black; width: 30px; height: 15px;" type="checkbox"/> LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	<input style="border: 1px solid black; width: 30px; height: 15px;" type="checkbox"/> LIFT OFF GROUND <small>2 x MAX LOAD</small>	<input style="border: 1px solid black; width: 30px; height: 15px;" type="checkbox"/> PUSH OR DRAG <small>5 x MAX LOAD</small>
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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

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SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	0	<input style="width: 30px; height: 20px;" type="text"/>	0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

LANGUAGES

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