

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**  =  +  +  +

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
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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
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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 = + + +
- 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.)

