

Character Name \_\_\_\_\_ Player \_\_\_\_\_  
 Class \_\_\_\_\_ Race \_\_\_\_\_ Alignment \_\_\_\_\_ Level \_\_\_\_\_ Deity \_\_\_\_\_  
 Size \_\_\_\_\_ Age \_\_\_\_\_ Gender \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Eyes \_\_\_\_\_ Hair \_\_\_\_\_ Skin \_\_\_\_\_



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
<b>STR</b> strength										
<b>DEX</b> dexterity										
<b>CON</b> constitution										
<b>INT</b> intelligence										
<b>WIS</b> wisdom										
<b>CHA</b> charisma										

**HP** hit points:  = 10 +  +  +  +  +  +  +

**AC** armor class:  = 10 +  +  +  +  +  +  +

**INITIATIVE** modifier:  =  +

**BASE ATTACK** bonus:

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<b>REFLEX</b> (dexterity)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<b>WILL</b> (wisdom)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>MELEE</b> attack bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>RANGED</b> attack bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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

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

AMMUNITION

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CROSS-CLASS	SKILLS					
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	Alchemy	int				
<input type="checkbox"/>	Animal empathy	cha				
<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"/>	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"/>	Innuendo	wis				
<input type="checkbox"/>	Intimidate	cha				
<input type="checkbox"/>	Intuit Direction	wis				
<input type="checkbox"/>	Jump	str*				
<input type="checkbox"/>	Knowledge (arcana)	int				
<input type="checkbox"/>	Knowledge (architecture & engineering)	int				
<input type="checkbox"/>	Knowledge (geography)	int				
<input type="checkbox"/>	Knowledge (history)	int				
<input type="checkbox"/>	Knowledge (local)	int				
<input type="checkbox"/>	Knowledge (nature)	int				
<input type="checkbox"/>	Knowledge (nobility & royal ty)	int				
<input type="checkbox"/>	Knowledge (the planes)	int				
<input type="checkbox"/>	Knowledge (religion)	int				
<input type="checkbox"/>	Listen	wis				
<input type="checkbox"/>	Move Silently	dex*				
<input type="checkbox"/>	Open Lock	dex				
<input type="checkbox"/>	Perform (_____)					
<input type="checkbox"/>	Pick Pocket	cha				
<input type="checkbox"/>	Profession (_____)	wis				
<input type="checkbox"/>	Read Lips	int				
<input type="checkbox"/>	Ride (_____)	dex				
<input type="checkbox"/>	Scry	int				
<input type="checkbox"/>	Search	int				
<input type="checkbox"/>	Sense Motive	wis				
<input type="checkbox"/>	Spellcraft	int				
<input type="checkbox"/>	Spot	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"/>	Wilderness Lore	wis				
<input type="checkbox"/>						

