

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]

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
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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.)

