



NAME _____ RACE _____ ALIGNMENT _____

SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ lb HAIR _____ EYES _____ CLASS _____

d
d
d
LVL HD BAB SKILL

+1 HP +1 Skill Racial
FAVORED CLASS BONUS

DEITY _____ HOMELAND _____

	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR				
DEX				
CON				
INT				
WIS				
CHA				

HP

DR _____

MAX HEALTH _____

Temp. Health _____

Current Health _____

Nonlethal Damage _____

TYPE	RESIST/IMMUNE
FIRE	
COLD	
ELECTRICITY	
ACID	
SONIC	

Speed

Ft.	Sq.	Ft.	Sq.
Base Speed		With Armor	
Ft.	Ft.	Ft.	Ft.
Fly	Maneuverability	Swim	Climb
Burrow			

Skills

Skill Names	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
ACROBATICS	= Dex	+	+	
APPRAISE	= Int	+	+	
BLUFF	= Cha	+	+	
CLIMB	= Str	+	+	
CRAFT	= Int	+	+	
CRAFT	= Int	+	+	
CRAFT	= Int	+	+	
DIPLOMACY	= Cha	+	+	
DISABLE DEVICE*	= Dex	+	+	
DISGUISE	= Cha	+	+	
ESCAPE ARTIST	= Dex	+	+	
FLY	= Dex	+	+	
HANDLE ANIMAL*	= Cha	+	+	
HEAL	= Wis	+	+	
INTIMIDATE	= Cha	+	+	
KNOWLEDGE (ARCANA)*	= Int	+	+	
KNOWLEDGE (DUNGEONING)*	= Int	+	+	
KNOWLEDGE (ENGINEERING)*	= Int	+	+	
KNOWLEDGE (GEOGRAPHY)*	= Int	+	+	
KNOWLEDGE (HISTORY)*	= Int	+	+	
KNOWLEDGE (LOCAL)*	= Int	+	+	
KNOWLEDGE (NATURE)*	= Int	+	+	
KNOWLEDGE (NOBILITY)*	= Int	+	+	
KNOWLEDGE (PLANES)*	= Int	+	+	
KNOWLEDGE (RELIGION)*	= Int	+	+	
LINGUISTICS*	= Int	+	+	
PERCEPTION	= Wis	+	+	
PERFORM	= Cha	+	+	
PERFORM	= Cha	+	+	
PROFESSION*	= Wis	+	+	
PROFESSION*	= Wis	+	+	
RIDE	= Dex	+	+	
SENSE MOTIVE	= Wis	+	+	
SLEIGHT OF HAND*	= Dex	+	+	
SPELLCRAFT*	= Int	+	+	
STEALTH	= Dex	+	+	
SURVIVAL	= Wis	+	+	
SWIM	= Str	+	+	
USE MAGIC DEVICE*	= Cha	+	+	

☑ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

AC = 10 + _____ + _____ + _____ + _____ + _____ + _____ + _____

Armor Class

Touch _____

Flat-footed _____

Armor Class

Modifiers

Saving Throws

Total	Base Save	Ability Mod.	Magic Mod.	Misc. Mod.	Temp Modifier
Fortitude (Constitution)					
Reflex (Dexterity)					
Will (Wisdom)					

Modifiers

Initiative = _____ + _____

Dex Mod. Misc. Mod.

Base Attack Bonus

Spell Resistance

CMB = _____ + _____ + _____

Base Atk. Bonus Str. Mod. Size Mod.

CMD = _____ + _____ + _____ + _____ + 10

Base Atk. Bonus Str. Mod. Dex Mod. Size Mod.

Weapon	Attack Bonus	Critical
Type Range Ammunition Damage		

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Type Range Ammunition Damage		


Weapon	Attack Bonus	Critical
Type Range Ammunition Damage		


Player: _____


Wonderous Items	
Head	
Headband	
Eyes	
Shoulders	
Neck	
Chest	
Body	
Belt	
Wrists	
Hands	
Feet	
Ring 1	
Ring 2	
Slotless	
Slotless	
Slotless	
Slotless	

[illegible]

MONEY

CP: 

SP: 

GP: 

PP: 