

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

STR

STRENGTH

DEX

DEXTERITY

CON

CONSTITUTION

INT

INTELLIGENCE

WIS

WISDOM

CHA

CHARISMA

TOTAL

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED

HP

HIT POINTS

AC

ARMOR CLASS

= 10 +

+

+

+

+

+

+

TOTAL

ARMOR BONUS

SHIELD BONUS

DEX MODIFIER

SIZE MODIFIER

NATURAL ARMOR

DEFLECTION MODIFIER

MISC MODIFIER

KNIGHT'S CHALLENGE

TOUCH

ARMOR CLASS

FLAT-FOOTED

ARMOR CLASS

INITIATIVE

MODIFIER

=

+

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

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

CLASS SKILL?

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

(CLASS/CROSS-CLASS)

/

☐ APPRAISE

INT

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☐ BALANCE

DEX*

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☐ BLUFF

CHA

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☐ CLIMB

STR*

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☐ CONCENTRATION

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☐ CRAFT

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☐ DECIPHER SCRIPT

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☐ DIPLOMACY

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☐ DISABLE DEVICE

INT

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☐ DISGUISE

CHA

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+

+

☐ ESCAPE ARTIST

DEX*

=

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+

☐ FORGERY

INT

=

+

+

+

☐ GATHER INFORMATION

CHA

=

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☐ HANDLE ANIMAL

CHA

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+

☐ HEAL

WIS

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+

+

☐ HIDE

DEX*

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☐ INTIMIDATE

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☐ JUMP

STR*

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☐ KNOWLEDGE

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☐ OPEN LOCK

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WIS

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☐ SLEIGHT OF HAND

DEX*

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☐ SPELLCRAFT

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☐ SPOT

WIS

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☐ SURVIVAL

WIS

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☐ SWIM

STR*

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☐ TUMBLE

DEX*

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☐ USE MAGIC DEVICE

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☐ USE ROPE

DEX

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■ 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, if any, applies. (Double penalty for Swim.)

