

CHARACTER NAME _____ PLAYER _____

CLASS AND LEVEL _____ CAREER LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED				
STR STRENGTH					HP HIT POINTS							
DEX DEXTERITY					AC ARMOR CLASS	TOTAL = 10 + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>	DAMAGE REDUCTION					
CON CONSTITUTION						ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
INT INTELLIGENCE					TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS						
WIS WISDOM					INITIATIVE MODIFIER	TOTAL = <input type="text"/> + <input type="text"/>						
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	<input type="text"/>	SPELL RESISTANCE	<input type="text"/>
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GRAPPLE MODIFIER	<input type="text"/>	TOTAL = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>			
		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	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
	<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"/> CRAFT ■ ()	INT			
	<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"/> INTIMIDATE ■	CHA			
	<input type="checkbox"/> JUMP ■	STR*			
	<input type="checkbox"/> KNOWLEDGE ()	INT			
	<input type="checkbox"/> KNOWLEDGE ()	INT			
	<input type="checkbox"/> KNOWLEDGE ()	INT			
	<input type="checkbox"/> KNOWLEDGE ()	INT			
	<input type="checkbox"/> KNOWLEDGE ()	INT			
	<input type="checkbox"/> LISTEN ■	WIS			
	<input type="checkbox"/> MOVE SILENTLY ■	DEX*			
	<input type="checkbox"/> OPEN LOCK	DEX			
	<input type="checkbox"/> PERFORM ()	CHA			
	<input type="checkbox"/> PERFORM ()	CHA			
	<input type="checkbox"/> PERFORM ()	CHA			
	<input type="checkbox"/> PROFESSION ()	WIS			
	<input type="checkbox"/> PROFESSION ()	WIS			
	<input type="checkbox"/> RIDE ■	DEX			
	<input type="checkbox"/> SEARCH ■	INT			
	<input type="checkbox"/> SENSE MOTIVE ■	WIS			
	<input type="checkbox"/> SLEIGHT OF HAND	DEX*			
	<input type="checkbox"/> SPELLCRAFT	INT			
	<input type="checkbox"/> SPOT ■	WIS			
	<input type="checkbox"/> SURVIVAL ■	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"/> _____				
	<input type="checkbox"/> _____				
	<input type="checkbox"/> _____				

■ 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.)

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GEAR

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

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

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

[illegible]

**PUSH OR
DRAG**
5 ×
MAX LOAD

MONEY	
CP —	
SP —	
GP —	
PP —	

[illegible]

SPECIAL ABILITIES

[illegible][illegible]

SPELLS	
DOMAINS/SPECIALTY SCHOOL:	
0:	
1ST:	
2ND:	
3RD:	
4TH:	
5TH:	
6TH:	
7TH:	
8TH:	
9TH:	

0: _____

 1ST: _____

 2ND: _____

 3RD: _____

 4TH: _____

 5TH: _____

 6TH: _____

 7TH: _____

 8TH: _____

 9TH: _____

SPELL SAVE ☐

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

11

11

81H

11

11