

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	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
<b>STR</b> STRENGTH					<b>HP</b> HIT POINTS			
<b>DEX</b> DEXTERITY					<b>AC</b> ARMOR CLASS	<b>TOTAL</b> = 10 + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>	DAMAGE REDUCTION	
<b>CON</b> CONSTITUTION						ARMOR BONUS	SHIELD BONUS	DEX MODIFIER
<b>INT</b> INTELLIGENCE					<b>TOUCH</b> ARMOR CLASS	<b>FLAT-FOOTED</b> ARMOR CLASS	SIZE MODIFIER	NATURAL ARMOR
<b>WIS</b> WISDOM					<b>INITIATIVE</b> MODIFIER		DEFLECTION MODIFIER	MISC MODIFIER
<b>CHA</b> CHARISMA								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (WISDOM)							

<b>BASE ATTACK BONUS</b>		<b>SPELL RESISTANCE</b>	
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<b>GRAPPLE</b> MODIFIER		TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
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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.)

