

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
<b>STR</b> STRENGTH								
<b>DEX</b> DEXTERITY								
<b>CON</b> CONSTITUTION								
<b>INT</b> INTELLIGENCE								
<b>WIS</b> WISDOM								
<b>CHA</b> CHARISMA								

  

HP	HIT POINTS	AC	ARMOR CLASS	TOUCH	ARMOR CLASS	FLAT-FOOTED	ARMOR CLASS	INITIATIVE	MODIFIER

  

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)							

BASE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER

  

GRAPPLE	MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER

  

SPELL RESISTANCE	TOTAL

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.)

--

## GEAR

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

SPELL FAILURE	SPECIAL PROPERTIES			

	RESIDUES	WEIGHT	SPECIAL PROPERTIES

	AC BONDS	WEIGHT	SPECIAL PROPERTIES

ITEM	PG.	WT.	ITEM	PG.	WT.
			TOTAL WEIGHT CARRIED		

**PUSH OR  
DRAG**  
5 ×  
MAX LOAD

CP —  
SP —  
GP —  
PP —

PG.

[illegible]

Initial languages = Common + racial  
languages + one per point of Int bonus

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

DC MOD

□ %

\_\_\_\_\_

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>