

Suitable for characters of any race or class (including multiclass characters)



CHARACTER NAME	PLAYER NAME		
CLASS AND LEVEL	ECL	RACE/TEMPLATE SI	ZE GENDER
ALIGNMENT RELIGION/PATRON DEITY	HEIGHT WEIG	HT LOOKS	
ABILITY SCORES	COMBAT (OPTIONS	HIT POINTS
STR STRENGTH TOTAL = HASE SCORE + ENHANCEMENT MISC. MISC. MISC. STRENGTH RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	BASE ATTACK BO		
DEX DEXTERITY TOTAL BASE SCORE + ENHANCEMENT MISC. MISC. DEXTERITY RACIAL MOD. BONUSES BONUSES BONUSES BONUSES MODIFIER MODIFIER		TACK BONUS DAMAGE CRITICAL PE NOTES/AMMUNITION	_
CON TOTAL BASE SCORE + ENHANCEMENT MISC. ONSTITUTION MODIFIER TOTAL BASE SCORE + ENHANCEMENT MISC. ONSTITUTION MODIFIER	WEAPON AT	TACK BONUS DAMAGE CRITICAL	_
INT INTELLIGENCE TOTAL = BASE SCORE + + + + + + HINHANCEMENT MISC. MISC. INTELLIGENCE RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER		THE NOTES/AMMUNITION TACK BONUS DAMAGE CRITICAL	_
WISOM TOTAL BASESCORE+ ENHANCEMENT MISC. MISC. WISDOM RACIAL MOD. BONUSES BONUSES FEMALTIES MODIFIER	RANGE INCREMENT TY	TPE NOTES/AMMUNITION	-
CHA TOTAL BASE SCORE * ENHANCEMENT MISC. OHARISMA RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER		TACK BONUS DAMAGE CRITICAL TPE NOTES/AMMUNITION	_
SPEED	INITIATIVE	MODIFIER	
GRAPPLE MODIFIER TOTAL BASE ATTACK BONUS MODIFER	+ + SIZE MISC. MODIFIER MODIFIER		
SAVING THROWS			
TOTAL BASE ABILITY MAGIC MODIFIER FORTITUDE + +	MISC. TEMPORARY MODIFIER MODIFIER	CONDITIONAL MODIFIERS	
REFLEX DEXTERITY + +	+ +		
WILL + +	+ +		
ARMOR CLASS			
AC = 10+ + + + + + SIZE TOTAL BONUS BONUS MODIFIER MODIFIER ARMOR SHIELD DEX SIZE MODIFIER MODIFIER			SPECIAL DEFENSES
TOUCH AC FLAT-FOOTED AC			
ARMOR WORN	MAX DEX	ARMOR CHECK PENALTY WEIGHT	
SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY WEIGHT	

ENCE GEAR		
POSSESSIONS ON PERSON		
ITEM	LOCATION	WEIGHT
		
POSSESSIONS NOT ON PER	SON	
ITEM	LOCATION	WEIGHT
MAGIC ITEMS WORN		
HEAD HEADBAND, HAT, HELMET, OR PHYLACTER	Y HANDS GLOVES OR G	
HEALL HEADDAND HAT HELVET OR BUYLACTED	Y HANDS GLOVES OR G	AUNTLETS

CARRYING CAPACITY

 $\overline{NECK} \quad \text{ amulet, brooch, medallion, periapt, or scarab}$

SHOULDERS CLOAK, CAPE, OR MANTLE

1

2

RING

RING

LIGHT LOAD:_

MEDIUM LOAD:___

HEAVY LOAD:_

BODY ROBE OR SUIT OF ARMOR

TORSO VEST, VESTMENT, OR SHIRT

WAIST BELT OR GIRDLE

 $\overline{FEET} \quad \text{boots, shoes, or slippers}$

MONEY

MAGIC		(E) SPELLS
DOMAINS CLERIC ONLY		SPELL SAVEBC MOD
DOMAIN NAME GRANTED POWER		CONDITIONAL MODIFIERS
DOMAIN NAME GRANTED POWER		
SPECIALTY SCHOOL WIZARD OF	NLY	SPELLS SPELL LEVEL SPELLS/ BONGS SPELLS SPELLS SPELLS SPELLS BONG SPELLS O
SPECIALTY SCHOOL *2 BONUS ON SPELLCRAFT PROHIBITED SCHOOL CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL	PROHIBITED SCHOOL	1 st
ARCANE SPELL FAILURE	%	2 nd 7 th 7
TURN/REBUKE UNDEAD		3 rd 8 th 8
TIMES PER DAY TURNING CHECK	TURNING DAMAGE	
3 + CHA MODIFIER 1d20 + CHA MODIFIER +4 WITH EXTRATURNING FEAT	2d6+Clericlevel+ Cha Modifier	4 th 9 th
PSIONICS		
PSIONIC POWERS		POWER POINTS PER DAY
PRIMARY DISCIPLINE	MAXIMUM POWER LEVEL KNOWN	
RAGE		
		RAGES USED □□□□□□□□□
RAGES/DAY DURATION	STR/CON WILL SAVE BONUS BONUS	ROUNDS ELAPSED
ANIMAL COMPANION, FA	MILIAR, OR PSICRY	STAL
NAME	CREAT	URE TYPE
STR DEX CON INT WIS	CHA INITIATIVE	HIT POINTS
	SPEED	
AC = 10 + + + +		C FLAT-FOOTED AC
TOTAL DEX SIZE NATUR. MODIFIER MODIFIER ARMO SAVING THROWS ATTACKS	R MODIFIERS	
FORTITUDE CON	ATTACK BONUS DAMAGE	GRAPPLE MODIFIER
REFLEX DEX	ATTACK BONUS DAMAGE	CRITICAL
WILL WIS	- THE CONTROL OF THE	PERSONALITY
SKILLS WEAPON	ATTACK BONUS DAMAGE FEATS	CRITICAL
+		
+		
+	SPECIAL ABILITIES	TRICKS
+		
+		
+		

Ź	(E) SKILLS					
16	OKILLO	KEY	SKILL		ABILITY	MISC.
CS5	SKILL NAME		MODIFER	RANKS	MODIFER	
_	Appraise ◆	INT				
_	AUTOHYPNOSIS	WIS	=	·	+	٠
_	Balance ◆	DEX				
_	Bluff ◆	CHA		·	+:	+
_	Climb ◆ Concentration ◆	STR CON		·		
_	Craft	◆ INT			- -	
_	Craft	• INT				
_		♦ INT			+	+
	DECIPHER SCRIPT	INT	=		+	+
	DIPLOMACY ◆	CHA	=	:	+	+
	DISABLE DEVICE	INT	=		+	+
	Disguise ◆	CHA			+	+
	Escape Artist ◆		=			٠
_	Forgery ◆				+	
	Gather Information ◆				++	
_	Handle Animal	CHA		·		
_	HEAL ◆	WIS		·		·
	Hide ♦				++	
=	Intimidate ◆ Jump ◆	STR	=		+4	
_	KNOWLEDGE ARCANA	INT			+= +=	
_	KNOWLEDGE ARCH/ENG	INT				
	KNOWLEDGE DUNGEONEERING				+ +	
_	KNOWLEDGE GEOGRAPHY	INT			+ -	+
_	KNOWLEDGE HISTORY	INT			++	+ <u></u>
	KNOWLEDGE LOCAL	INT			++	+
	KNOWLEDGE NATURE	INT	=		++	
	KNOWLEDGE NOBILITY/ROYALTY	INT	=		++	+ <u></u>
	KNOWLEDGE THE PLANES	INT	=		++	+
	KNOWLEDGE PSIONICS	INT			++	
	KNOWLEDGE RELIGION	INT		·	+	
_	Knowledge (++	
_	Listen ◆	WIS .				+
닏	Move Silently ◆	DEX .		·		-
ᆜ	OPEN LOCK	DEX .	=======================================			
Ш	Perform act •					
	Perform comedy ◆ Perform dance ◆	CHA.			++	
П	PERFORM DANCE ♥ PERFORM KEYBOARD ♦	CHA			+	
П	PERFORM ORATORY ◆				· ·	
	PERFORM PERCUSSION ◆				++	
	PERFORM STRING INSTRUMENT) ◆	СНА			++	
	PERFORM WIND INSTRUMENT ◆	CHA		·	++	+ <u></u>
	Perform sing ◆	CHA.			++	+
	Perform () •				++	
	Profession (WIS .	=	·	++	
	Profession () WIS				·
	PSICRAFT				++	
	Ride ◆				++	
Ц	Search ◆	INT .			++	
	Sense Motive ◆	WIS .			++	
	SLEIGHT OF HAND	DEX .			++	-
=	Spellcraft Sper •					
	Spot ♦ Survival ♦				++	
H	SURVIVAL ◆ SWIM ◆				++	
H	Tumble				++	
	Use Magic Device				++	
	Use Psionic Device				++	
	Use Rope ◆	DEX			++	
	ls in italics are psionics-related. Iark this box with an X if the skill is a class skil	ll for the chara	cter.			

RAC	CIAL TR	AITS/CLASS FEATURES
E FEA	ATS	
	IIO	
E) TAI	NCLIACE	S
LA	NGUAGE	S
Initial languages = Co	mmon + automatic lan	guages + Int bonus
E GIZ	TT CYATT	POTEG
C SK	LL SYNI	ERGIES
5+ RANKS IN	٧	GIVES A +2 BONUS ON
Autohypnosis		Knowledge psionics hecks
Bluff		Diplomacy, Intimidate, and Sleight of Hand checks;
Dian		Disguise checks to act in character
Concentration	L	Autohypnosis checks
Craft		Related Appraise checks
Decipher Scrip	ot	Use Magic Device checks involving scrolls
Escape Artist		Use Rope checks involving bindings
Handle Anima	al	Ride checks and wild empathy checks
Jump		Tumble checks
Knowledge	arcane	Spellcraft checks
Knowledge	arch/eng	Search checks involving secret doors and
		similar compartments
Knowledge	dungeon	Survival checks when underground
Knowledge	geography	Survival checks to avoid getting lost and avoid hazard
Knowledge	history	Bardic knowledge checks class feature
Knowledge	local	Gather Information checks
Knowledge	nature	Survival checks in aboveground natural environmen
Knowledge	nbl/royal	Diplomacy checks
Knowledge	the planes	Survival checks when on other planes Psicraft checks
Knowledge	psionics	
Knowledge Psicraft	religion	Checks to turn or rebuke undead Use Psionic Device checks involving power stones
Search		Survival checks when following tracks
Sense Motive		Diplomacy checks
Spellcraft		Use Magic Device checks involving scrolls
Survival		Knowledge nature hecks
Tumble		Balance and Jump checks
Use Magic De	vice	Spellcraft checks to decipher scrolls
Use Psionic De		Psicraft checks to address power stones

Climb and Escape Artist checks involving ropes

Use Rope