

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								
DEX DEXTERITY								
CON CONSTITUTION								
INT INTELLIGENCE								
WIS WISDOM								
CHA 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
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

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

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.)

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 _____

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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

OTHER POSSESSIONS					
ITEM	PG.	WT.	ITEM	PG.	WT.
			TOTAL WEIGHT CARRIED		

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MONEY	
CP —	
SP —	
GP —	
PP —	

[illegible]

SPECIAL ABILITIES

[illegible]

LANGUAGES

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

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

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"/>