

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
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"/> + <input type="text"/>	DAMAGE REDUCTION	
CON CONSTITUTION						ARMOR BONUS	SHIELD BONUS	DEX MODIFIER
INT INTELLIGENCE					TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	SIZE MODIFIER	NATURAL ARMOR
WIS WISDOM					INITIATIVE MODIFIER	TOTAL = <input type="text"/> + <input type="text"/>	DEFLECTION MODIFIER	MISC MODIFIER
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"/>	BASE ATTACK BONUS	<input type="text"/>	STRENGTH MODIFIER	<input type="text"/>	SIZE MODIFIER	<input type="text"/>	MISC MODIFIER	<input type="text"/>
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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.)

