

CHARACTER NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

CLASS AND LEVEL \_\_\_\_\_

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_

SIZE \_\_\_\_\_

AGE \_\_\_\_\_

GENDER \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

<b>AC</b> ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
	= 10 +	+	+	+	+	+	+	+

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

<b>HP</b> HIT POINTS	TOTAL	NONLETHAL DAMAGE
WOUNDS/CURRENT HP		

DAMAGE REDUCTION

<b>INITIATIVE</b> MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER
	=	+	+

CONDITIONAL AC MODIFIERS

### SKILLS

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT				
<input checked="" type="checkbox"/>	AUTOHYPNOSIS	WIS				
<input checked="" type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR*				
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON				
<input checked="" type="checkbox"/>	CRAFT ■ ( _____ )	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ( _____ )	INT				
<input checked="" 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 checked="" type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX*				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input type="checkbox"/>	JUMP ■	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (PSIONICS) ■	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE ( _____ )	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE ( _____ )	INT				
<input checked="" 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 checked="" type="checkbox"/>	PROFESSION ( _____ )	WIS				
<input checked="" type="checkbox"/>	PROFESSION ( _____ )	WIS				
<input checked="" type="checkbox"/>	PSICRAFT	INT				
<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 PSIONIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				

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**

**SPELL RESISTANCE**

<b>GRAPPLE</b> MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER
	=	+	+	+	+

**SPEED**

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			

■ 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.)

## POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT
TOTAL WEIGHT CARRIED			

## CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX. LOAD</small>	LIFT OFF GROUND <small>2 X MAX. LOAD</small>	PUSH OR DRAG <small>5 X MAX. LOAD</small>
□	□	□	□	□	□

## LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus  
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point


## CONTAINERS

CONTAINER	CAPACITY	WEIGHT

## WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			



## EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

## ARMOR/PROTECTIVE ITEMS

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

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

## RACIAL TRAITS

## CLASS FEATURES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

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CLASS FEATURE

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