

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
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS							
HP HIT POINTS							
TOTAL		NONLETHAL DAMAGE					
WOUNDS/CURRENT HP							
DAMAGE REDUCTION							
INITIATIVE MODIFIER		TOTAL = DEX MODIFIER + MISC. MODIFIER					

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

CONDITIONAL AC MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE
MODIFIER

TOTAL = BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MISC. MODIFIER

SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			

CLASS SKILLS?	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)		
			SKILL MODIFIER	ABILITY MODIFIER	RANKS
<input type="checkbox"/>	APPRAISE	INT			
<input type="checkbox"/>	AUTOHYPNOSIS	WIS			
<input 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 checked="" 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 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 checked="" 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			

* 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

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