

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				

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

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

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

DAMAGE REDUCTION

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

CONDITIONAL AC MODIFIERS

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**

GRAPPLE	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER
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			

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 checked="" 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 checked="" 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 checked="" 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			

■ 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.)





## 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

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CLASS FEATURE

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