



CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ CAMPAIGN _____ HOMELAND _____

RACE _____ DEITY _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	BONUS OR PENALTY	MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP
HIT POINTS

TOTAL _____ DR _____

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE
MODIFIER

_____ = _____ + _____

TOTAL DEX MODIFIER MISC MODIFIER

AC
ARMOR CLASS

TOTAL _____ = 10 + _____ + _____ + _____ + _____ + _____ + _____ + _____

ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

MODIFIERS

SAVING THROWS

FORTITUDE
(CONSTITUTION)

TOTAL _____ = _____ + _____ + _____ + _____ + _____

BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER

REFLEX
(DEXTERITY)

TOTAL _____ = _____ + _____ + _____ + _____ + _____

WILL
(WISDOM)

TOTAL _____ = _____ + _____ + _____ + _____ + _____

MODIFIERS

BASE ATTACK BONUS

SPELL RESISTANCE

CMB

TOTAL _____ = _____ + _____ + _____

BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

MODIFIERS

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

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WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

SPEED
LAND

FL. _____ SQ. _____

BASE SPEED WITH ARMOR

FL. _____ FT. _____

FLY MANEUVERABILITY SWIM CLIMB BURROW

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____	=DEX _____	_____ + _____	_____ + _____
<input type="checkbox"/> APPRAISE	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> BLUFF	_____	=CHA _____	_____ + _____	_____ + _____
<input type="checkbox"/> CLIMB	_____	=STR _____	_____ + _____	_____ + _____
<input type="checkbox"/> CRAFT _____	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> CRAFT _____	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> CRAFT _____	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> DIPLOMACY	_____	=CHA _____	_____ + _____	_____ + _____
<input type="checkbox"/> DISABLE DEVICE	_____	=DEX _____	_____ + _____	_____ + _____
<input type="checkbox"/> DISGUISE	_____	=CHA _____	_____ + _____	_____ + _____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX _____	_____ + _____	_____ + _____
<input type="checkbox"/> FLY	_____	=DEX _____	_____ + _____	_____ + _____
<input type="checkbox"/> HANDLE ANIMAL	_____	=CHA _____	_____ + _____	_____ + _____
<input type="checkbox"/> HEAL	_____	=WIS _____	_____ + _____	_____ + _____
<input type="checkbox"/> INTIMIDATE	_____	=CHA _____	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (ARCANA)	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (HISTORY)	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (LOCAL)	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (NATURE)	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (NOBILITY)	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (PLANES)	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (RELIGION)	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> LINGUISTICS	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> PERCEPTION	_____	=WIS _____	_____ + _____	_____ + _____
<input type="checkbox"/> PERFORM _____	_____	=CHA _____	_____ + _____	_____ + _____
<input type="checkbox"/> PROFESSION _____	_____	=WIS _____	_____ + _____	_____ + _____
<input type="checkbox"/> PROFESSION _____	_____	=WIS _____	_____ + _____	_____ + _____
<input type="checkbox"/> RIDE	_____	=DEX _____	_____ + _____	_____ + _____
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS _____	_____ + _____	_____ + _____
<input type="checkbox"/> SLEIGHT OF HAND	_____	=DEX _____	_____ + _____	_____ + _____
<input type="checkbox"/> SPELLCRAFT	_____	=INT _____	_____ + _____	_____ + _____
<input type="checkbox"/> STEALTH	_____	=DEX _____	_____ + _____	_____ + _____
<input type="checkbox"/> SURVIVAL	_____	=WIS _____	_____ + _____	_____ + _____
<input type="checkbox"/> SWIM	_____	=STR _____	_____ + _____	_____ + _____
<input type="checkbox"/> USE MAGIC DEVICE	_____	=CHA _____	_____ + _____	_____ + _____

CONDITIONAL MODIFIERS:

LANGUAGES

ARMOR CLASS GEAR

BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
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TOTALS						

GEAR

ITEM	WT.
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[illegible]

FEATS

[illegible]

SPECIAL ABILITIES

[illegible]

MONEY

CP
SP
GP
PP

EXPERIENCE POINTS

NEXT LEVEL

[illegible]

SPELLS

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"/>

CONDITIONAL MODIFIERS

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 □ □ □ □ □ □ □ □

1st □□□□□□□□

2ND □□□□□□□□

3RD □□□□□□□□

4TH □□□□□□□□

5TH □□□□□□□□

6TH □□□□□□□□

[illegible][illegible]

9TH