

CHARACTER NAME _____ PLAYER _____

CLASS AND LEVEL _____ CAREER 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 + + + + + + +	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 = +	DEFLECTION MODIFIER	MISC MODIFIER
CHA CHARISMA						DEX MODIFIER		

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	
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GRAPPLE MODIFIER		TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC MODIFIER	
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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

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AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
☐	APPRAISE	INT			
☐	BALANCE	DEX*			
☐	BLUFF	CHA			
☐	CLIMB	STR*			
☐	CONCENTRATION	CON			
☐	CRAFT ()	INT			
☐	CRAFT ()	INT			
☐	CRAFT ()	INT			
☐	DECIPHER SCRIPT	INT			
☐	DIPLOMACY	CHA			
☐	DISABLE DEVICE	INT			
☐	DISGUISE	CHA			
☐	ESCAPE ARTIST	DEX*			
☐	FORGERY	INT			
☐	GATHER INFORMATION	CHA			
☐	HANDLE ANIMAL	CHA			
☐	HEAL	WIS			
☐	HIDE	DEX*			
☐	INTIMIDATE	CHA			
☐	JUMP	STR*			
☐	KNOWLEDGE ()	INT			
☐	KNOWLEDGE ()	INT			
☐	KNOWLEDGE ()	INT			
☐	KNOWLEDGE ()	INT			
☐	KNOWLEDGE ()	INT			
☐	KNOWLEDGE ()	INT			
☐	LISTEN	WIS			
☐	MOVE SILENTLY	DEX*			
☐	OPEN LOCK	DEX			
☐	PERFORM ()	CHA			
☐	PERFORM ()	CHA			
☐	PERFORM ()	CHA			
☐	PROFESSION ()	WIS			
☐	PROFESSION ()	WIS			
☐	RIDE	DEX			
☐	SEARCH	INT			
☐	SENSE MOTIVE	WIS			
☐	SLEIGHT OF HAND	DEX*			
☐	SPELLCRAFT	INT			
☐	SPOT	WIS			
☐	SURVIVAL	WIS			
☐	SWIM	STR*			
☐	TUMBLE	DEX*			
☐	USE MAGIC DEVICE	CHA			
☐	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.)

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GEAR

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

OTHER POSSESSIONS					
ITEM	P.C.	WT.	ITEM	P.C.	WT.
			TOTAL WEIGHT CARRIED		