

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

CLASS AND 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 |
|----------------------------|---------------|------------------|-----------------|--------------------|-------|-------------------|------------------|-------|
| <b>STR</b><br>STRENGTH     |               |                  |                 |                    |       |                   |                  |       |
| <b>DEX</b><br>DEXTERITY    |               |                  |                 |                    |       |                   |                  |       |
| <b>CON</b><br>CONSTITUTION |               |                  |                 |                    |       |                   |                  |       |
| <b>INT</b><br>INTELLIGENCE |               |                  |                 |                    |       |                   |                  |       |
| <b>WIS</b><br>WISDOM       |               |                  |                 |                    |       |                   |                  |       |
| <b>CHA</b><br>CHARISMA     |               |                  |                 |                    |       |                   |                  |       |

  

| HP | HIT POINTS | AC | ARMOR CLASS | TOUCH | ARMOR CLASS | FLAT-FOOTED | ARMOR CLASS | INITIATIVE | MODIFIER |
|----|------------|----|-------------|-------|-------------|-------------|-------------|------------|----------|
|    |            |    |             |       |             |             |             |            |          |

  

| SAVING THROWS                      | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | CONDITIONAL MODIFIERS |
|------------------------------------|-------|-----------|------------------|----------------|----------------|--------------------|-----------------------|
| <b>FORTITUDE</b><br>(CONSTITUTION) |       |           |                  |                |                |                    |                       |
| <b>REFLEX</b><br>(DEXTERITY)       |       |           |                  |                |                |                    |                       |
| <b>WILL</b><br>(WISDOM)            |       |           |                  |                |                |                    |                       |

| BASE ATTACK BONUS | TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | SIZE MODIFIER | MISC MODIFIER |
|-------------------|-------|-------------------|-------------------|---------------|---------------|
|                   |       |                   |                   |               |               |

  

| GRAPPLE | MODIFIER | TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | SIZE MODIFIER | MISC MODIFIER |
|---------|----------|-------|-------------------|-------------------|---------------|---------------|
|         |          |       |                   |                   |               |               |

  

| SPELL RESISTANCE | TOTAL |
|------------------|-------|
|                  |       |

| 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 SKILL              | SKILL NAME           | KEY ABILITY | SKILL MODIFIER | MAX RANKS<br>(CLASS/CROSS-CLASS) |       |
|--------------------------|----------------------|-------------|----------------|----------------------------------|-------|
|                          |                      |             |                | ABILITY MODIFIER                 | RANKS |
| <input type="checkbox"/> | APPRAISE ■           | INT         |                |                                  |       |
| <input type="checkbox"/> | BALANCE ■            | DEX*        |                |                                  |       |
| <input type="checkbox"/> | BLUFF ■              | CHA         |                |                                  |       |
| <input type="checkbox"/> | CLIMB ■              | STR*        |                |                                  |       |
| <input type="checkbox"/> | CONCENTRATION ■      | CON         |                |                                  |       |
| <input type="checkbox"/> | CRAFT ■ ( )          | INT         |                |                                  |       |
| <input type="checkbox"/> | CRAFT ■ ( )          | INT         |                |                                  |       |
| <input 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 type="checkbox"/> | HEAL ■               | WIS         |                |                                  |       |
| <input type="checkbox"/> | HIDE ■               | DEX*        |                |                                  |       |
| <input type="checkbox"/> | INTIMIDATE ■         | CHA         |                |                                  |       |
| <input type="checkbox"/> | JUMP ■               | STR*        |                |                                  |       |
| <input type="checkbox"/> | KNOWLEDGE ( )        | INT         |                |                                  |       |
| <input type="checkbox"/> | KNOWLEDGE ( )        | INT         |                |                                  |       |
| <input type="checkbox"/> | KNOWLEDGE ( )        | INT         |                |                                  |       |
| <input type="checkbox"/> | KNOWLEDGE ( )        | INT         |                |                                  |       |
| <input type="checkbox"/> | KNOWLEDGE ( )        | INT         |                |                                  |       |
| <input 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 type="checkbox"/> | PERFORM ( )          | CHA         |                |                                  |       |
| <input type="checkbox"/> | PROFESSION ( )       | WIS         |                |                                  |       |
| <input type="checkbox"/> | PROFESSION ( )       | WIS         |                |                                  |       |
| <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 ROPE ■           | DEX         |                |                                  |       |
| <input type="checkbox"/> |                      |             |                |                                  |       |
| <input type="checkbox"/> |                      |             |                |                                  |       |
| <input type="checkbox"/> |                      |             |                |                                  |       |

■ 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 |
|-----------------|----------|--------|--------------------|
|                 |          |        |                    |

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