

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								
DEX DEXTERITY								
CON CONSTITUTION								
INT INTELLIGENCE								
WIS WISDOM								
CHA 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
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (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		

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

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			
	☐ 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		

**PUSH OR
DRAG**
5 ×
MAX LOAD

MONEY	
CP —	
SP —	
GP —	
PP —	

[illegible]

SPECIAL ABILITIES

[illegible][illegible]

SPELLS	
DOMAINS/SPECIALTY SCHOOL:	
0:	
1ST:	
2ND:	
3RD:	
4TH:	
5TH:	
6TH:	
7TH:	
8TH:	
9TH:	

0: _____

 1ST: _____

 2ND: _____

 3RD: _____

 4TH: _____

 5TH: _____

 6TH: _____

 7TH: _____

 8TH: _____

 9TH: _____

%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		