

CHARACTER NAME

PLAYER NAME

CLASS

RACE

ALIGNMENT

PRIMARY DEITY

CHARACTER SHEET

LEVEL SIZE AGE SEX HEIGHT WEIGHT EYES HAIR

Ability score table with columns for STR, DEX, CON, INT, WIS, CHA and rows for Ability Score, Ability Modifier, Temp Score, Temp Modifier.

AC calculation table: AC = 10 + Armor Bonus + Shield Bonus + Dex Modifier + Size Modifier + Natural Armor + Misc Modifiers + Miss Chance + Arcane Spell Failure + Armor Check Penalty + Spell Resistance + Spell Save DC Mod.

XP and Initiative tables. XP: Current XP, Total XP (Dex Modifier + Misc Modifiers). Initiative: Base Attack Bonus.

Saving Throws table with columns for Fortitude, Reflex, Will and rows for Con, Dex, Wis.

Attack Bonus table with columns for Melee, Ranged and rows for Str, Dex.

Weapon table with columns for Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, Special Properties.

Weapon table (duplicate of above).

Weapon table (duplicate of above).

Armor table with columns for Type, Armor Bonus, Max Dex Bonus, Check Penalty, Spell Failure, Speed, Weight, Special Properties.

Shield table with columns for Armor Bonus, Check Penalty, Spell Failure, Weight, Special Properties.

Extra Damage table with columns for Sneak Attack, Enemy 1-4.

Weapon and Armor Proficiencies table with checkboxes for Simple, Martial, Shields, Light, Medium, Heavy, Power armor.

HP table with columns for Hit Die Type, Damage Reduction.

Skills table header with columns for Cross-Class, Max Ranks, Ability, Total, Skill Ranks, Ability Modifier, Misc Modifier.

- List of skills including Alchemy, Animal Empathy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Cryptography, Decipher Script, Demolitions, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Freefall, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana, Empire, Engineering, History, Local, Nature, Religion), Listen, Move Silently, Navigate, Open Lock, Perform, Pick Pocket, Pilot, Profession, Read Lips, Repair, Research, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Urban Lore, Use Device, Use Magic Device, Use Rope, Wilderness Lore.

Legend for skill indicators: [X] indicates a "cross-class" skill which costs double; [■] indicates an "everyone" skill which may be used untrained; [◆] indicates that an armor penalty, if any, applies; [◇] indicates a -1 penalty per 5 lb. of gear.

