

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

TYPE AND SUBTYPE _____

ALIGNMENT _____

RELIGION _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

REGION OF ORIGIN _____

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

AC ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
	= 10 +	+	+	+	+	+	+	+

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

HP HIT POINTS	TOTAL	NONLETHAL DAMAGE	
WOUNDS/CURRENT HP			
DAMAGE REDUCTION			
	TOTAL	DEX MODIFIER	MISC. MODIFIER
	=	+	
INITIATIVE MODIFIER			

CONDITIONAL AC MODIFIERS	ACTION POINTS

SKILLS

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
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- | CLASS SKILLS? | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC. MODIFIER |
|--------------------------|--------------------|-------------|----------------|------------------|-------|----------------|
| <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"/> | _____ | _____ | | | | |

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

GRAPPLE MODIFIER	SPEED
=	
+	
+	
+	
+	

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	_____	_____	_____

* 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.)

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

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

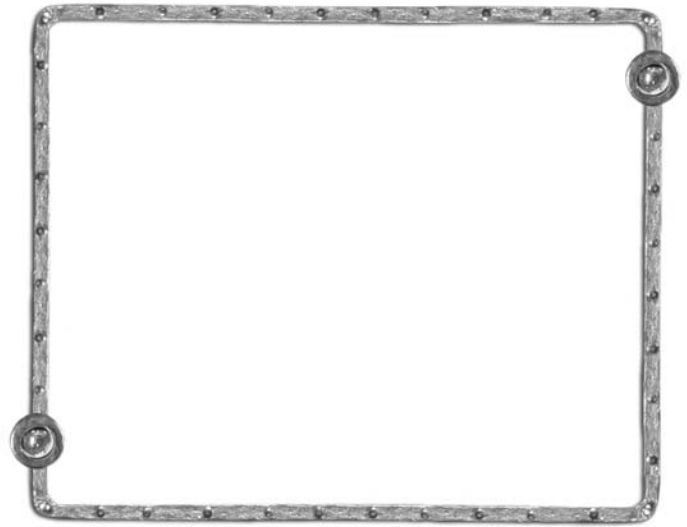
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

AFFILIATIONS AND ENEMIES

RACIAL TRAITS



CHARACTER ILLUSTRATION OR DRAGONMARK

CLASS FEATURES

CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
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