

Character: \_\_\_\_\_ Alignment: \_\_\_\_\_ Patron: \_\_\_\_\_ Level: \_\_\_\_\_

Race: \_\_\_\_\_ Sex: \_\_\_\_\_ Handedness: \_\_\_\_\_

Class: \_\_\_\_\_ Age: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_

Experience Points: \_\_\_\_\_

•	<b>ST</b> rength
•	<b>DEX</b> terity
•	<b>CON</b> stitution
•	<b>INT</b> elligence
•	<b>WIS</b> dom
•	<b>CHA</b> risma

**MOVE/Encumbrance**

Base Rate \_\_\_\_\_

Current Rate \_\_\_\_\_

Run (X ) \_\_\_\_\_

Medium Load \_\_\_\_\_ Heavy Load \_\_\_\_\_

**SAVING THROWS**

TOTAL	CLASS	ABILITY	MISC	MAGIC	SPELL RESISTANCE
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Notes: \_\_\_\_\_

SCORE MOD

**CURRENT HIT POINTS**

_____	_____	_____
FULL	HD TYPE	CON

**AC** = 10 + \_\_\_\_\_

Armor	Shield	Dexterity	Size	Natural	Deflection	Misc	Dodge Modifiers	FLAT FOOTED	VERSUS TOUCH
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

AC Bonus Max Dexterity Check Penalty Spell Failure Weight Speed

Armor Type: \_\_\_\_\_

Shield Type: \_\_\_\_\_

Misc Type: \_\_\_\_\_

Misc Type: \_\_\_\_\_

First Level Skills Skills Per level



**GRAPPLE**

**BASE ATTACK BONUS**

_____ / _____ / _____
_____ / _____ / _____
_____ / _____ / _____

**Temporary Attack Modifiers**

STR	SIZE	MISC
_____	_____	_____
DEX	SIZE	MISC
_____	_____	_____

WEAPON	RANGE/REACH	ATTACK BONUS	DAMAGE	CRITICAL
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Notes: \_\_\_\_\_

Notes: \_\_\_\_\_

Notes: \_\_\_\_\_

Notes: \_\_\_\_\_

Notes: \_\_\_\_\_

Notes: \_\_\_\_\_

Notes: \_\_\_\_\_

**AMMUNITION**

Amount: \_\_\_\_\_

_____
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Amount: \_\_\_\_\_

_____
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Amount: \_\_\_\_\_

_____
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	TRAINED SKILLS	TOTAL	RANKS	ABILITY KEY	MISC
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

**SKILLS**

	UNTRAINED	TOTAL	RANKS	ABILITY KEY	MISC
<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"/> Diplomacy	_____	_____	_____	CHA	_____
<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"/> Heal	_____	_____	_____	WIS	_____
<input type="checkbox"/> Hide		_____	_____	DEX	_____
<input type="checkbox"/> Intimidate	_____	_____	_____	CHA	_____
<input type="checkbox"/> Jump		_____	_____	STR	_____
<input type="checkbox"/> Listen	_____	_____	_____	WIS	_____
<input type="checkbox"/> Listen	_____	_____	_____	WIS	_____
<input type="checkbox"/> Move Silently		_____	_____	DEX	_____
<input type="checkbox"/> Perform	_____	_____	_____	CHA	_____
<input type="checkbox"/> Ride	_____	_____	_____	DEX	_____
<input type="checkbox"/> Search	_____	_____	_____	INT	_____
<input type="checkbox"/> Sense Motive	_____	_____	_____	WIS	_____
<input type="checkbox"/> Spot	_____	_____	_____	WIS	_____
<input type="checkbox"/> Survival	_____	_____	_____	WIS	_____
<input type="checkbox"/> Swim		_____	_____	STR	_____

