Character Name | Homeland | Alignment | Player | Campaign

Race | Deity | Size | Gender | Age | Height | Weight | Hair | Eyes

Ability Score	Total	Mod	Base	Inherent	Enhance	Misc
STR Strength						
DEX Dexterity						
CON Constitution						
Int Intelligence						
WIS Wisdom						
CHA Charisma						

Damage Resistance	
Spell Resistance	
Armour Penalty	
Spell Failure	
Max Dexterity	

HP Hit Points — Total

Current HP

Temporary HP

Initiative

Total = DEX + Misc.

Character Class	Level

Attacks & Defense

Armor Class	Total		Armor	Shield	Dex	Size	Dodge	Natural	Deflect	Other	Other
AC Armor Class		= 10 +									
Touch Armor Class		= 10 +									
Flat-Foot Armor Class		= 10 +									

Saving Throws	Total	Class Base	Ability	Enhance	Other
Fort Constitution					
Ref Dexterity					
Will Wisdom					

Attacks	Total	Base Attack Bonus	Ability	Size	Other
Melee Attack Modifier					
Ranged Attack Modifier					
CMB To Attack					
CMD To Defend		= 10 +	DEX	STR	

Loads & Lift

Light Load	Medium Load	Heavy Load	N	Lift Above Head	Lift Off Ground	Drag & Push

Experience

/

Slow ☐ Medium ☐ Fast ☐

Speed	Fly	Swim	Climb

Bags & Containers

	Container	Volume	Weight

Items in Bag

qty	item	weight	qty	item	weight

Total Weight:

Feats

Class Features / Special Abilitys

Spells

Spells Known	Spell DC		Spells / Day	Bonus Spells
		0		
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

School / Domains

Spellbook

Special/Spell-Like Abilities/Items

Head	Picture	Eyes
Amulet		**Cloak**
Armour		**Shirt**
Bracers		**Gloves**
Belt		**Ring Left**
Ring Right		**Boots**

Shield			
Armour Bonus	**Check Penalty**	**Spell**	**Weight**

Protective Item	Bonus/Type
Protective Item	**Bonus/Type**

PROFICIENCY

WEAPON

ARMOR

Weapon									
Attack	BAB	Weapon	Ability	Feat	Size	Misc.	Temporary Changes	Crit	Type
Damage	Die	Weapon	Str	Feat	Misc			Range	Ammunition

Weapon									
Attack	BAB	Weapon	Ability	Feat	Size	Misc.	Temporary Changes	Crit	Type
Damage	Die	Weapon	Str	Feat	Misc			Range	Ammunition

Weapon									
Attack	BAB	Weapon	Ability	Feat	Size	Misc.	Temporary Changes	Crit	Type
Damage	Die	Weapon	Str	Feat	Misc			Range	Ammunition

Weapon									
Attack	BAB	Weapon	Ability	Feat	Size	Misc.	Temporary Changes	Crit	Type
Damage	Die	Weapon	Str	Feat	Misc			Range	Ammunition

Armour Class Gear	Bonus	Type	Check Penalty	Spell Failure	Speed	Max Dex	Weight

Money
CP:
SP:
GP:
PP:

Notes

Languages		

Skills

	Skill Names	Total		Ability		Ranks		Misc
O	Acrobatics	=	DEX		+		+	
O	Appraise	=	INT		+		+	
O	Bluff	=	CHA		+		+	
O	Climb	=	STR		+		+	
O	Craft ( )	=	INT		+		+	
O	Craft ( )	=	INT		+		+	
O	Craft ( )	=	INT		+		+	
O	Diplomacy	=	CHA		+		+	
O	Disable Device	=	DEX		+		+	
O	Disguise	=	CHA		+		+	
O	Escape Artist	=	DEX		+		+	
O	Fly	=	DEX		+		+	
O	Handle Animal	=	CHA		+		+	
O	Heal	=	WIS		+		+	
O	Intimidate	=	CHA		+		+	
O	Knowledge ( )	=	INT		+		+	
O	Knowledge ( )	=	INT		+		+	
O	Knowledge ( )	=	INT		+		+	
O	Knowledge ( )	=	INT		+		+	
O	Knowledge ( )	=	INT		+		+	
O	Knowledge ( )	=	INT		+		+	
O	Linguistics	=	INT		+		+	
O	Perception	=	WIS		+		+	
O	Perform ( )	=	CHA		+		+	
O	Perform ( )	=	CHA		+		+	
O	Perform ( )	=	CHA		+		+	
O	Profession ( )	=	WIS		+		+	
O	Profession ( )	=	WIS		+		+	
O	Ride	=	DEX		+		+	
O	Sense Motive	=	WIS		+		+	
O	Sleight Of Hand	=	DEX		+		+	
O	Spellcraft	=	INT		+		+	
O	Stealth	=	DEX		+		+	
O	Survival	=	WIS		+		+	
O	Swim	=	STR		+		+	
O	Use Magic Device	=	CHA		+		+	
O	( )	=	( )		+		+	
O	( )	=	( )		+		+	
O	( )	=	( )		+		+	
O	( )	=	( )		+		+	
O	( )	=	( )		+		+	
O	( )	=	( )		+		+	