

CHARACTER STATS

CHARACTER NAME: _____
CLASS: _____ **LEVEL:** _____
RACE: _____ **ALIGNMENT:** _____
SIZE: _____ **DEITY:** _____

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE CONSTITUTION	<input type="text"/>	- <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
REFLEX DEXTERITY	<input type="text"/>	- <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
WILL WISDOM	<input type="text"/>	- <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

	TOTAL	TEMPORARY	CURRENT	SUBDUAL
HIT POINTS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
HIT DIE TYPE	<input type="checkbox"/> d4 <input type="checkbox"/> d6 <input type="checkbox"/> d8 <input type="checkbox"/> d10 <input type="checkbox"/> d12			
DAMAGE REDUCTION	<input type="text"/>	INITIATIVE <input type="text"/>		

	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	<input type="text"/>	- <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE	SIZE	NOTES	

CONDITIONAL MODIFIERS: _____									

	TOTAL	BASE ATTACK BONUS	DEXTERITY MODIFIER	SIZE MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
RANGED ATTACK BONUS	<input type="text"/>	- <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE	SIZE	NOTES	

CONDITIONAL MODIFIERS: _____									

	TOTAL	ARMOR BONUS	SHIELD BONUS	DEXTERITY MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISCELLANEOUS MODIFIER		
ARMOR CLASS	<input type="text"/>	- <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ 10	
AC - FLAT-FOOTED	<input type="text"/>	AC vs. TOUCH <input type="text"/>		SPEED <input type="text"/>		ARMOR CHECK PENALTY <input type="text"/>			
<small>Normal AC - Dexterity Modifier D + Dex Modifier + Size Modifier + Deflection Bonus</small>									
ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS	CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	NOTES	

SKILLS & FEATS

ABILITY RANKS	MISCELLANEOUS MODIFIER	SKILL MODIFIER	SKILL	KEY ABILITY	ABILITY RANKS	MISCELLANEOUS MODIFIER	SKILL MODIFIER	SKILL	KEY ABILITY
+		-	Appraise *	INT	+		-	Knowledge (local)	INT
+	+	-	Balance *	DEX*	+	+	-	Knowledge (nature)	INT
+	+	-	Bluff *	CHA	+	+	-	Knowledge (nobility & royalty)	INT
+	+	-	Climb *	STR*	+	+	-	Knowledge (religion)	INT
+	+	-	Concentration *	CON	+	+	-	Knowledge (the planes)	INT
+		-	Craft *	INT	+	+	-	Listen *	WIS
+		-	Craft *	INT	+	+	-	Move Silently *	DEX*
+		-	Craft *	INT	+	+	-	Open Lock	DEX
+		-	Decipher Script	INT	+	+	-	Perform *	CHA
+		-	Diplomacy *	CHA	+	+	-	Perform *	CHA
+		-	Disable Device	INT	+	+	-	Perform *	CHA
+		-	Disguise *	CHA	+	+	-	Profession	WIS
+		-	Escape Artist *	DEX*	+	+	-	Profession	WIS
+		-	Forgery *	INT	+	+	-	Ride *	DEX
+		-	Gather Information *	CHA	+	+	-	Search *	INT
+		-	Handle Animal	CHA	+	+	-	Sense Motive *	WIS
+		-	Heal *	WIS	+	+	-	Sleight of Hand	DEX*
+		-	Hide *	DEX*	+	+	-	Speak Language	NONE
+		-	Intimidate *	CHA	+	+	-	Spellcraft	INT
+		-	Jump *	STR*	+	+	-	Spot *	WIS
+		-	Knowledge (arcana)	INT	+	+	-	Survival *	WIS
+		-	Knowledge (architecture & engineering)	INT	+	+	-	Swim *	STR**
+		-	Knowledge (dungeoneering)	INT	+	+	-	Tumble	DEX*
+		-	Knowledge (geography)	INT	+	+	-	Use Magical Device	CHA
+		-	Knowledge (history)	INT	+	+	-	Use Rope *	DEX

* Can be used even if character has zero (0) skill ranks. * ARMOR CHECK PENALTY applies. **Double normal ARMOR CHECK PENALTY applies

MAXIMUM SKILL RANK: CLASS SKILL (LEVEL +3) _____ MAXIMUM SKILL RANK: CROSS-CLASS SKILL ((LEVEL +3)+2) _____

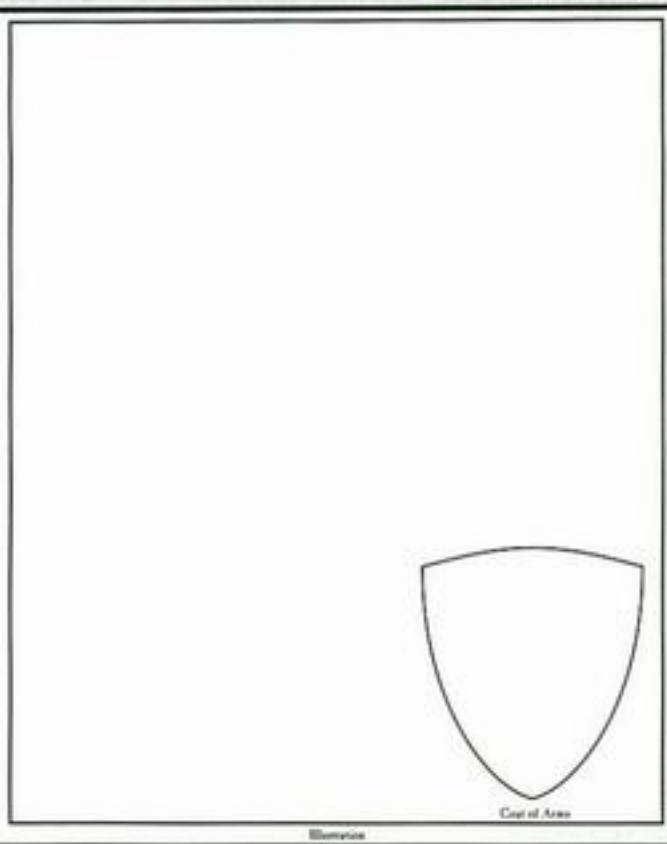
FEATS, CLASS/RACIAL ABILITIES, AND LANGUAGES KNOWN

FEAT/ABILITY	DESCRIPTION	FEAT/ABILITY	DESCRIPTION

DESCRIPTION

RACE: _____
 GENDER: _____
 AGE: _____
 HEIGHT: _____
 WEIGHT: _____
 EYE COLOR: _____
 HAIR COLOR: _____
 HOMELAND: _____
 LIEGE: _____
 FAMILY: _____
 BATTLE CRY: _____
 PERSONAL QUOTE: _____

PERSONALITY TRAITS: _____



MOUNT/ANIMAL COMPANION/FAMILIAR

NAME: _____
 RACE: _____

ABILITIES:

STR	DEX	CON	INT	WIS	CHA
Score	Score	Score	Score	Score	Score
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier

SAVES:

FORTITUDE	REFLEX	WILL
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HIT POINTS _____
 HIT DICE - BASE: _____ BONUS: _____
 INITIATIVE: _____
 SPEED: _____
 AC: _____
 ATTACKS: _____
 DAMAGE: _____
 SPACE/REACH: _____
 SKILLS: _____
 FEATS & SPECIAL ABILITIES: _____

OTHER NOTES: _____

NAME: _____
 RACE: _____

ABILITIES:

STR	DEX	CON	INT	WIS	CHA
Score	Score	Score	Score	Score	Score
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier

SAVES:

FORTITUDE	REFLEX	WILL
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HIT POINTS _____
 HIT DICE - BASE: _____ BONUS: _____
 INITIATIVE: _____
 SPEED: _____
 AC: _____
 ATTACKS: _____
 DAMAGE: _____
 SPACE/REACH: _____
 SKILLS: _____
 FEATS & SPECIAL ABILITIES: _____

OTHER NOTES: _____

	STARTING ABILITY SCORES					STARTING HIT POINTS	EXPERIENCE POINTS
STR	DEX	CON	INT	WIS	CHA		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
LEVEL	HP GAINED	ABILITY SCORE CHANGES	FEATS GAINED		SKILL RANKS GAINED		
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							
19							
20							

GEMS		JEWELRY		OTHER VALUABLES	
TYPE	VALUE	TYPE	VALUE	TYPE	VALUE



PSIONICS



POWER SAVE
KEY ABILITY MODIFIER

FREE MANIFESTATIONS
0 LEVEL

POWER POINTS

	EGO WHIP	ID INSINUATION	MIND BLAST	MIND THRUST	PSYCHIC CRUSH
EMPTY MIND	+1	-2	+3	-3	-5
INTELLECT FORTRESS	-2	+1	+0	+6	+4
MENTAL BARRIER	-1	+4	-3	+1	+3
THOUGHT SHIELD	-4	-1	-2	+4	+2
TOWER OF IRON WILL	+3	+0	-1	+5	-3
NONPSIONIC BUFFER	-8	-9	+4	-8	-8
FLAT-FOOTED OR OUT OF POWER POINTS	+8	+7	+8	+8	+8

ATTACK MODES

DEFENSE MODES

NUMBER OF PSIONIC POWERS KNOWN

0

1ST

2ND

3RD

4TH

5TH

6TH

7TH

8TH

9TH

PSIONIC POWERS KNOWN

POWER	LEVEL	RANGE	AREA	DURATION	SAVING THROW	POWER RESISTANCE	POWER POINTS	DESCRIPTION
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SPELLS KNOWN

	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
SPELL SAVE DC	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPELLS PER DAY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
BONUS SPELLS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NUMBER OF BARD SPELLS KNOWN							CHA MODIFIER	<input type="text"/>
0	1ST	2ND	3RD	4TH	5TH	6TH		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		

NUMBER OF CLERIC/SHAMAN SPELLS KNOWN									___ MODIFIER	<input type="text"/>
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NUMBER OF DRUID SPELLS KNOWN									WIS MODIFIER	<input type="text"/>
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NUMBER OF PALADIN SPELLS KNOWN				NUMBER OF RANGER SPELLS KNOWN				WIS MODIFIER	<input type="text"/>
1ST	2ND	3RD	4TH	1ST	2ND	3RD	4TH		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		

NUMBER OF SORCERER/WIZARD SPELLS KNOWN									___ MODIFIER	<input type="text"/>
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIALIZED SCHOOL					PROHIBITED SCHOOLS					
_____					_____					

DOMAINS	GRANTED POWER OR TOTEMS
_____	_____
_____	_____
_____	_____



NAME: _____
 CLASS: _____ RACE: _____
 LEVEL: _____ ALIGNMENT: _____

STR	DEX	CON	INT	WIS	CHA
Score	Score	Score	Score	Score	Score
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier

FORTITUDE **REFLEX** **WILL**

HIT POINTS _____
 AC: _____
 INITIATIVE: _____
 MELEE ATTACK BONUS: _____
 RANGED ATTACK BONUS: _____
 ATTACKS: _____
 DAMAGE: _____
 SKILLS: _____

FEATS & SPECIAL ABILITIES: _____

OTHER NOTES: _____

NAME: _____
 CLASS: _____ RACE: _____
 LEVEL: _____ ALIGNMENT: _____

STR	DEX	CON	INT	WIS	CHA
Score	Score	Score	Score	Score	Score
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier

FORTITUDE **REFLEX** **WILL**

HIT POINTS _____
 AC: _____
 INITIATIVE: _____
 MELEE ATTACK BONUS: _____
 RANGED ATTACK BONUS: _____
 ATTACKS: _____
 DAMAGE: _____
 SKILLS: _____

FEATS & SPECIAL ABILITIES: _____

OTHER NOTES: _____

NAME: _____
 CLASS: _____ RACE: _____
 LEVEL: _____ ALIGNMENT: _____

STR	DEX	CON	INT	WIS	CHA
Score	Score	Score	Score	Score	Score
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier

FORTITUDE **REFLEX** **WILL**

HIT POINTS _____
 AC: _____
 INITIATIVE: _____
 MELEE ATTACK BONUS: _____
 RANGED ATTACK BONUS: _____
 ATTACKS: _____
 DAMAGE: _____
 SKILLS: _____

FEATS & SPECIAL ABILITIES: _____

OTHER NOTES: _____

NAME: _____
 CLASS: _____ RACE: _____
 LEVEL: _____ ALIGNMENT: _____

STR	DEX	CON	INT	WIS	CHA
Score	Score	Score	Score	Score	Score
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier

FORTITUDE **REFLEX** **WILL**

HIT POINTS _____
 AC: _____
 INITIATIVE: _____
 MELEE ATTACK BONUS: _____
 RANGED ATTACK BONUS: _____
 ATTACKS: _____
 DAMAGE: _____
 SKILLS: _____

FEATS & SPECIAL ABILITIES: _____

OTHER NOTES: _____





CONTACTS



CONTACT: _____
LOCATION: _____
ALLEGIANCES: _____
AREAS OF SPECIALTY: _____
RATES: _____
FAVORS OWED: _____

CONTACT: _____
LOCATION: _____
ALLEGIANCES: _____
AREAS OF SPECIALTY: _____
RATES: _____
FAVORS OWED: _____

CONTACT: _____
LOCATION: _____
ALLEGIANCES: _____
AREAS OF SPECIALTY: _____
RATES: _____
FAVORS OWED: _____

CONTACT: _____
LOCATION: _____
ALLEGIANCES: _____
AREAS OF SPECIALTY: _____
RATES: _____
FAVORS OWED: _____

CONTACT: _____
LOCATION: _____
ALLEGIANCES: _____
AREAS OF SPECIALTY: _____
RATES: _____
FAVORS OWED: _____

CONTACT: _____
LOCATION: _____
ALLEGIANCES: _____
AREAS OF SPECIALTY: _____
RATES: _____
FAVORS OWED: _____





ADVENTURE NAME: _____
COMPANIONS: _____
VILLAINS: _____
NOTABLE EVENTS: _____

OUTCOME: _____

CLUES: _____

ADVENTURE NAME: _____
COMPANIONS: _____
VILLAINS: _____
NOTABLE EVENTS: _____

OUTCOME: _____

CLUES: _____

ADVENTURE NAME: _____
COMPANIONS: _____
VILLAINS: _____
NOTABLE EVENTS: _____

OUTCOME: _____

CLUES: _____

ADVENTURE NAME: _____
COMPANIONS: _____
VILLAINS: _____
NOTABLE EVENTS: _____

OUTCOME: _____

CLUES: _____





ADVENTURE LOG



ADVENTURE NAME: _____
COMPANIONS: _____
VILLAINS: _____
NOTABLE EVENTS: _____

OUTCOME: _____

CLUES: _____

ADVENTURE NAME: _____
COMPANIONS: _____
VILLAINS: _____
NOTABLE EVENTS: _____

OUTCOME: _____

CLUES: _____

ADVENTURE NAME: _____
COMPANIONS: _____
VILLAINS: _____
NOTABLE EVENTS: _____

OUTCOME: _____

CLUES: _____

ADVENTURE NAME: _____
COMPANIONS: _____
VILLAINS: _____
NOTABLE EVENTS: _____

OUTCOME: _____

CLUES: _____



Lined area for notes.

WEAPON CHART

SIMPLE WEAPONS - MELEE

WEAPON	COST *	DAMAGE (S)	DAMAGE (M)	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
UNARMED ATTACK							
Gauntlet	2	1d2	1d3	x2	—	1 lb.	Bludgeoning
Unarmed Strike	—	1d2 (a)	1d3 (a)	x2	—	—	Bludgeoning
LIGHT MELEE WEAPONS							
Dagger	2	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing or Slashing
Dagger, punching	2	1d3	1d4	x3	—	1 lb.	Piercing
Gauntlet, spiked	5	1d3	1d4	x2	—	1 lb.	Piercing
Mace, light	5	1d4	1d6	x2	—	4 lb.	Bludgeoning
Sickle	6	1d4	1d6	x2	—	2 lb.	Slashing
ONE-HANDED MELEE WEAPONS							
Club	—	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Mace, heavy	12	1d6	1d8	x2	—	8 lb.	Bludgeoning
Morningstar	8	1d6	1d8	x2	—	6 lb.	Bludgeoning and Piercing
Shortspear	1	1d4	1d6	x2	20 ft.	3 lb.	Piercing
TWO-HANDED MELEE WEAPONS							
Longspear	5	1d6	1d8	x3	—	9 lb.	Piercing
Quarterstaff	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	Bludgeoning
Spear	2	1d6	1d8	x3	20 ft.	6 lb.	Piercing
RANGED WEAPONS							
Crossbow, heavy	50	1d8	1d10	19-20/x2	120 ft.	8 lb.	Piercing
Crossbow, light	25	1d6	1d8	19-20/x2	80 ft.	4 lb.	Piercing
Bolts, crossbow (10)	1	—	—	—	—	1 lb.	—
Dart	5 sp	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing
Javelin	1	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	—	5 lb.	—
MARTIAL WEAPONS							
LIGHT MELEE WEAPONS							
Axe, throwing	8	1d4	1d6	x2	10 ft.	2 lb.	Slashing
Hammer, light	1	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning
Handaxe	6	1d4	1d6	x3	—	3 lb.	Slashing
Kukri	8	1d3	1d4	18-20/x2	—	2 lb.	Piercing
Pick, light	4	1d3	1d4	x4	—	3 lb.	Piercing
Sap	1	1d4 (a)	1d6 (a)	x2	—	2 lb.	Bludgeoning
Shield, light	special	1d2	1d3	x2	—	special	Bludgeoning
Spiked armor	special	1d4	1d6	x2	—	special	Piercing
Spiked shield, light	special	1d3	1d4	x2	—	special	Piercing
Sword, short	10	1d4	1d6	19-20/x2	—	2 lb.	Piercing
ONE-HANDED MELEE WEAPONS							
Battleaxe	10	1d6	1d8	x3	—	6 lb.	Slashing
Flail	8	1d6	1d8	x2	—	5 lb.	Bludgeoning
Longsword	15	1d6	1d8	19-20/x2	—	4 lb.	Slashing
Pick, heavy	8	1d4	1d6	x4	—	6 lb.	Piercing
Rapier	20	1d4	1d6	18-20/x2	—	2 lb.	Piercing
Scimitar	15	1d4	1d6	18-20/x2	—	4 lb.	Slashing
Shield, heavy	special	1d3	1d4	x2	—	special	Bludgeoning
Spiked shield, heavy	special	1d4	1d6	x2	—	special	Piercing
Trident	15	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Warhammer	12	1d6	1d8	x3	—	5 lb.	Bludgeoning
TWO-HANDED MELEE WEAPONS							
Falcion	75	1d6	2d4	18-20/x2	—	8 lb.	Slashing
Claipe	8	1d8	1d10	x3	—	10 lb.	Slashing
Greataxe	20	1d10	1d12	x3	—	12 lb.	Slashing
Greatclub	5	1d8	1d10	x2	—	8 lb.	Bludgeoning
Flail, heavy	15	1d8	1d10	19-20/x2	—	10 lb.	Bludgeoning
Greataxe	50	1d10	2d6	19-20/x2	—	8 lb.	Slashing
Guisarme	9	1d6	2d4	x3	—	12 lb.	Slashing
Halberd	10	1d8	1d10	x3	—	12 lb.	Piercing and Slashing
Lance	10	1d6	1d8	x3	—	10 lb.	Piercing
Ransack	10	1d6	2d4	x3	—	12 lb.	Piercing
Scythe	18	1d6	2d4	x4	—	10 lb.	Piercing and Slashing
RANGED WEAPONS							
Longbow	75	1d6	1d8	x3	100 ft.	3 lb.	Piercing
Longbow, composite	100	1d6	1d8	x3	100 ft.	3 lb.	Piercing
Shortbow	30	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Shortbow, composite	75	1d4	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)	1	—	—	—	—	3 lb.	—

* All prices in gp unless noted otherwise. (a) Weapon inflicts non-lethal damage.