

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			

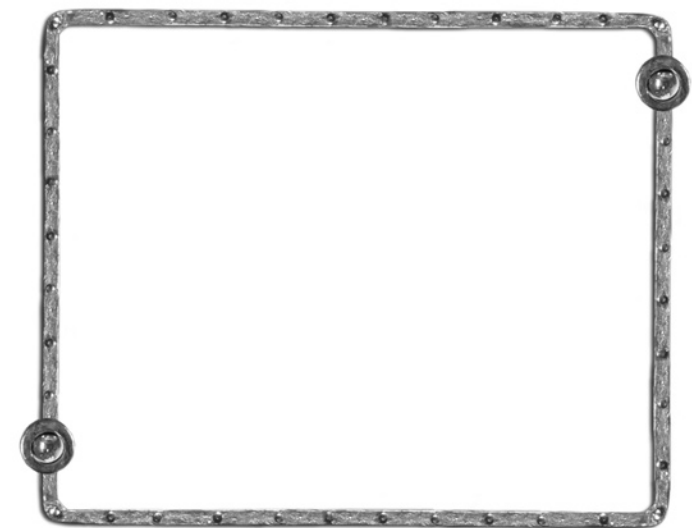
SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS



CLASS FEATURES

CLASS FEATURE	PAGE REF.
NOTES	

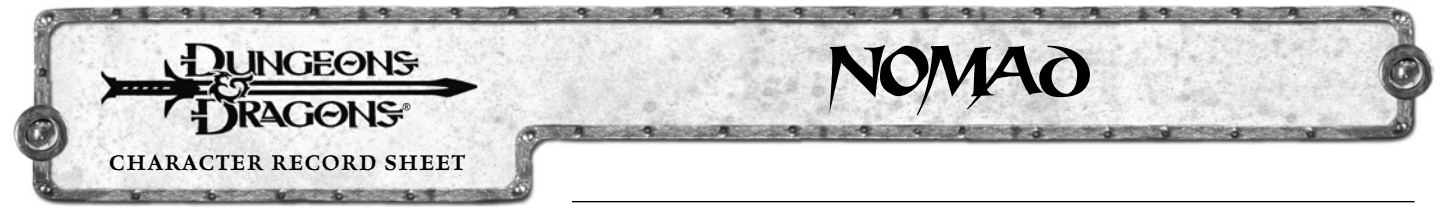
CLASS FEATURE	PAGE REF.
NOTES	

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CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
NOTES	



CHARACTER NAME _____

PLAYER _____ CLASS AND LEVEL _____ RACE _____

ALIGNMENT _____ DEITY _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ CAMPAIGN _____

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: 10 + _____ + _____ + _____ + _____ + _____ + _____

ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC. MODIFIER

HP HIT POINTS

TOTAL _____ NONLETHAL DAMAGE _____

WOUNDS/CURRENT HP _____

DAMAGE REDUCTION

INITIATIVE MODIFIER

TOTAL _____ = _____ + _____

DEX MODIFIER + MISC. MODIFIER

FORTITUDE (CONSTITUTION)

TOTAL _____ = _____ + _____ + _____ + _____ + _____ + _____

BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC. MODIFIER + TEMPORARY MODIFIER + CONDITIONAL MODIFIERS

REFLEX (DEXTERITY)

TOTAL _____ = _____ + _____ + _____ + _____ + _____ + _____

WILL (WISDOM)

TOTAL _____ = _____ + _____ + _____ + _____ + _____ + _____

BASE ATTACK BONUS

TOTAL _____ = _____ + _____ + _____ + _____ + _____ + _____

BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MISC. MODIFIER

SPELL RESISTANCE

GRAPPLE MODIFIER

TOTAL _____ = _____ + _____ + _____ + _____ + _____ + _____

BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MISC. 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 _____			

CONDITIONAL AC MODIFIERS

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SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILLS*	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE	INT				
<input type="checkbox"/>	AUTOHYPNOSIS	WIS				
<input type="checkbox"/>	BALANCE	DEX*				
<input type="checkbox"/>	BLUFF	CHA				
<input checked="" type="checkbox"/>	CLIMB	STR*				
<input checked="" type="checkbox"/>	CONCENTRATION	CON				
<input checked="" type="checkbox"/>	CRAFT (_____)	INT				
<input checked="" type="checkbox"/>	CRAFT (_____)	INT				
<input checked="" 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 checked="" type="checkbox"/>	JUMP	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (PSIONICS)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input checked="" 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 checked="" type="checkbox"/>	PROFESSION (_____)	WIS				
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS				
<input checked="" type="checkbox"/>	PSICRAFT	INT				
<input checked="" 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 checked="" type="checkbox"/>	SURVIVAL	WIS				
<input checked="" type="checkbox"/>	SWIM	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE	DEX				

*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.)

