

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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
<b>AC</b> ARMOR CLASS	<b>10</b>	+	+	+	+	+	+

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS	
WOUNDS/CURRENT HP	

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
<b>INITIATIVE</b> MODIFIER		

CONDITIONAL AC MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (WISDOM)							

**BASE ATTACK BONUS**

**SPELL RESISTANCE**

GRAPPLE	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER
MODIFIER					

**SPEED**

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
AMMUNITION		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
AMMUNITION		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
AMMUNITION		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
AMMUNITION		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
AMMUNITION		

### SKILLS

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE	INT				
<input checked="" 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 checked="" 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"/>	LISTEN	WIS				
<input checked="" 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 type="checkbox"/>	PSICRAFT	INT				
<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 checked="" type="checkbox"/>	SPOT	WIS				
<input type="checkbox"/>	SURVIVAL	WIS				
<input type="checkbox"/>	SWIM	STR*				
<input checked="" 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.)

## POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT
TOTAL WEIGHT CARRIED			

## CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## CONTAINERS

CONTAINER	CAPACITY	WEIGHT

## LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus  
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point


## WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			



## 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

## RACIAL TRAITS

## CLASS FEATURES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

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