

CHARACTER NAME _____

DESCRIPTION _____

CLASS/LEVEL _____

RACE _____

THEME _____

SIZE _____

SPEED _____

GENDER _____

HOME WORLD _____

ALIGNMENT DEITY _____

PLAYER _____

ABILITY SCORES

| | SCORE | MODIFIER | UPGRADED SCORE | UPGRADED 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"/> |

SKILLS

SKILL RANKS PER LEVEL

| | TOTAL | RANKS | CLASS BONUS | ABILITY MOD | MISC MOD |
|--|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="checkbox"/> ACROBATICS* (DEX) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> ATHLETICS* (STR) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> BLUFF (CHA) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> COMPUTERS (INT) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> CULTURE (INT) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> DIPLOMACY (CHA) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> DISGUISE (CHA) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> ENGINEERING (INT) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> INTIMIDATE (CHA) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> LIFE SCIENCE (INT) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> MEDICINE (INT) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> MYSTICISM (WIS) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> PERCEPTION (WIS) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> PHYSICAL SCIENCE (INT) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> PILOTING (DEX) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> PROFESSION (CHA, INT, OR WIS) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> PROFESSION (CHA, INT, OR WIS) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> SENSE MOTIVE (WIS) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> SLEIGHT OF HAND* (DEX) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> STEALTH* (DEX) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> SURVIVAL (WIS) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

†Trained Only Class Skill *Armor check penalty applies

SKILL NOTES

INITIATIVE

TOTAL = + +

HEALTH AND RESOLVE

| | STAMINA POINTS | HIT POINTS | RESOLVE POINTS |
|---------|----------------------|----------------------|----------------------|
| TOTAL | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| CURRENT | <input type="text"/> | <input type="text"/> | <input type="text"/> |

ARMOR CLASS

| | | | | | |
|--------------------------------|-------------|--------|-------------|-----------|------------|
| EAC ENERGY ARMOR CLASS | TOTAL | = 10 + | ARMOR BONUS | + DEX MOD | + MISC MOD |
| KAC KINETIC ARMOR CLASS | TOTAL | = 10 + | ARMOR BONUS | + DEX MOD | + MISC MOD |
| AC VS. COMBAT MANEUVERS | TOTAL | = 8 + | KAC | | |
| DR | RESISTANCES | | | | |

SAVING THROWS

| | | | | | |
|------------------------------------|-------|---|-----------|---------------|------------|
| FORTITUDE (CONSTITUTION) | TOTAL | = | BASE SAVE | + ABILITY MOD | + MISC MOD |
| REFLEX (DEXTERITY) | TOTAL | = | BASE SAVE | + ABILITY MOD | + MISC MOD |
| WILL (WISDOM) | TOTAL | = | BASE SAVE | + ABILITY MOD | + MISC MOD |

ATTACK BONUSSES

| | TOTAL | BAB | STR MOD | MISC MOD |
|---------------|----------------------|-----|-------------------------|----------------------|
| MELEE ATTACK | <input type="text"/> | = | BASE ATTACK BONUS (BAB) | + STR MOD + MISC MOD |
| RANGED ATTACK | <input type="text"/> | = | BASE ATTACK BONUS (BAB) | + DEX MOD + MISC MOD |
| THROWN ATTACK | <input type="text"/> | = | BASE ATTACK BONUS (BAB) | + STR MOD + MISC MOD |

WEAPONS

| | | | |
|----------|-------|--------------|------------|
| WEAPON | LEVEL | ATTACK BONUS | DAMAGE |
| CRITICAL | RANGE | TYPE | AMMO/USAGE |
| WEAPON | LEVEL | ATTACK BONUS | DAMAGE |
| CRITICAL | RANGE | TYPE | AMMO/USAGE |
| WEAPON | LEVEL | ATTACK BONUS | DAMAGE |
| CRITICAL | RANGE | TYPE | AMMO/USAGE |
| WEAPON | LEVEL | ATTACK BONUS | DAMAGE |
| CRITICAL | RANGE | TYPE | AMMO/USAGE |

ABILITIES

Lined area for recording abilities.

SPELLS KNOWN

0 SPELLS KNOWN

Lined area for spell details.

1ST SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

2ND SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

3RD SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

4TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

5TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

6TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

FEATS AND PROFICIENCIES

Lined area for recording feats and proficiencies.

EQUIPMENT

Table with columns for EQUIPMENT, LEVEL, and BULK.

CREDITS TOTAL BULK

OTHER WEALTH

CARRYING CAPACITY

UNENCUMBERED ENCUMBERED OVERBURDENED

EXPERIENCE POINTS

XP EARNED NEXT LEVEL

LANGUAGES

Lined area for recording languages.