

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				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS							
= 10 + + + + + + +							

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		
= +		

CONDITIONAL AC MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (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 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 checked="" 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 checked="" type="checkbox"/>	INTIMIDATE ■	CHA				
<input 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 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 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 type="checkbox"/>	SURVIVAL ■	WIS				
<input 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.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT
TOTAL WEIGHT CARRIED			

CARRYING CAPACITY

<small>LIGHT LOAD</small>	<small>MEDIUM LOAD</small>	<small>HEAVY LOAD</small>	<small>LIFT OVER HEAD EQUALS MAX LOAD</small>	<small>LIFT OFF GROUND 2 X MAX LOAD</small>	<small>PUSH OR DRAG 5 X MAX LOAD</small>
<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div>

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

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