



CHARACTER NAME \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ PLAYER \_\_\_\_\_  
CHARACTER LEVEL \_\_\_\_\_ CAMPAIGN \_\_\_\_\_ HOMELAND \_\_\_\_\_  
RACE \_\_\_\_\_ DEITY \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ HAIR \_\_\_\_\_ EYES \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	BONUS OR PENALTY	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				

**HP**  
HIT POINTS

TOTAL  DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

**INITIATIVE**  
MODIFIER

TOTAL  =  +   
DEX MODIFIER MISC MODIFIER

**AC**  
ARMOR CLASS

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

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

MODIFIERS

SAVING THROWS

**FORTITUDE**  
(CONSTITUTION)

**REFLEX**  
(DEXTERITY)

**WILL**  
(WISDOM)

TOTAL  =  +  +  +  +  +   
BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER MODIFIERS

**BASE ATTACK BONUS**

**SPELL RESISTANCE**

**CMB**

TOTAL  =  +  +   
BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MODIFIERS

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

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WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

**SPEED**  
LAND

FT.  SQ.

BASE SPEED

WITH ARMOR

FT.  SQ.

FLY MANEUVERABILITY SWIM CLIMB BURROW

## SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____ = DEX	_____ +	_____ +	_____
<input type="checkbox"/> APPRAISE	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> BLUFF	_____ = CHA	_____ +	_____ +	_____
<input type="checkbox"/> CLIMB	_____ = STR	_____ +	_____ +	_____
<input type="checkbox"/> CRAFT	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> CRAFT	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> CRAFT	_____ = 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"/> FLY	_____ = DEX	_____ +	_____ +	_____
<input type="checkbox"/> HANDLE ANIMAL	_____ = CHA	_____ +	_____ +	_____
<input type="checkbox"/> HEAL	_____ = WIS	_____ +	_____ +	_____
<input type="checkbox"/> INTIMIDATE	_____ = CHA	_____ +	_____ +	_____
<input type="checkbox"/> KNOWLEDGE (ARCANA)	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> KNOWLEDGE (HISTORY)	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> KNOWLEDGE (LOCAL)	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> KNOWLEDGE (NATURE)	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> KNOWLEDGE (NOBILITY)	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> KNOWLEDGE (PLANES)	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> KNOWLEDGE (RELIGION)	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> LINGUISTICS	_____ = INT	_____ +	_____ +	_____
<input type="checkbox"/> PERCEPTION	_____ = WIS	_____ +	_____ +	_____
<input type="checkbox"/> PERFORM	_____ = CHA	_____ +	_____ +	_____
<input type="checkbox"/> PROFESSION	_____ = WIS	_____ +	_____ +	_____
<input type="checkbox"/> PROFESSION	_____ = WIS	_____ +	_____ +	_____
<input type="checkbox"/> PROFESSION	_____ = WIS	_____ +	_____ +	_____
<input type="checkbox"/> RIDE	_____ = DEX	_____ +	_____ +	_____
<input type="checkbox"/> SENSE MOTIVE	_____ = WIS	_____ +	_____ +	_____
<input type="checkbox"/> SLEIGHT OF HAND	_____ = DEX	_____ +	_____ +	_____
<input type="checkbox"/> SPELLCRAFT	_____ = DEX	_____ +	_____ +	_____
<input type="checkbox"/> STEALTH	_____ = DEX	_____ +	_____ +	_____
<input type="checkbox"/> SURVIVAL	_____ = WIS	_____ +	_____ +	_____
<input type="checkbox"/> SWIM	_____ = DEX	_____ +	_____ +	_____
<input type="checkbox"/> USE MAGIC DEVICE	_____ = CHA	_____ +	_____ +	_____

CONDITIONAL MODIFIERS:

LANGUAGES

ARMOR CLASS GEAR	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

MONEY	
CP	
SP	
GP	
PP	

[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<div></div>	<div></div>	0	<div></div>	0
<div></div>	<div></div>	1ST	<div></div>	<div></div>
<div></div>	<div></div>	2ND	<div></div>	<div></div>
<div></div>	<div></div>	3RD	<div></div>	<div></div>
<div></div>	<div></div>	4TH	<div></div>	<div></div>
<div></div>	<div></div>	5TH	<div></div>	<div></div>
<div></div>	<div></div>	6TH	<div></div>	<div></div>
<div></div>	<div></div>	7TH	<div></div>	<div></div>
<div></div>	<div></div>	8TH	<div></div>	<div></div>
<div></div>	<div></div>	9TH	<div></div>	<div></div>
CONDITIONAL MODIFIERS				

[illegible]