

CHARACTER NAME _____ PLAYER _____
 CLASS AND LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____
 SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS **TOTAL** _____

AC ARMOR CLASS = 10 + (ARMOR BONUS) + (SHIELD BONUS) + (DEX MODIFIER) + (SIZE MODIFIER) + (NATURAL ARMOR) + (DEFLECTION MODIFIER) + (MISC MODIFIER)

WOUNDS/CURRENT HP **NONLETHAL DAMAGE** **SPEED**

DAMAGE REDUCTION

SAVING THROWS **TOTAL** = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC. MODIFIER) + (TEMPORARY MODIFIER)

FORTITUDE (CONSTITUTION)

REFLEX (DEXTERITY)

WILL (WISDOM)

CONDITIONAL MODIFIERS

BASE ATTACK BONUS **SPELL RESISTANCE**

GRAPPLE MODIFIER = (BASE ATTACK BONUS) + (STRENGTH MODIFIER) + (SIZE MODIFIER) + (MISC MODIFIER)

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 _____

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)		
				ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT				
<input type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR*				
<input type="checkbox"/>	CONCENTRATION ■	CON				
<input type="checkbox"/>	CRAFT ■ (_____)	INT				
<input type="checkbox"/>	CRAFT ■ (_____)	INT				
<input 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 type="checkbox"/>	JUMP ■	STR*				
<input type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input 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 type="checkbox"/>	PERFORM (_____)	CHA				
<input type="checkbox"/>	PROFESSION (_____)	WIS				
<input type="checkbox"/>	PROFESSION (_____)	WIS				
<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 ROPE ■	DEX				
<input type="checkbox"/>	_____	_____				
<input type="checkbox"/>	_____	_____				
<input type="checkbox"/>	_____	_____				

■ 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.)

CAMPAIGN

Empty rectangular box for campaign name.

EXPERIENCE POINTS

GEAR

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

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
TOTAL WEIGHT CARRIED					

LIGHT
LOAD

MEDIUM
LOAD

HEAVY
LOAD

LIFT OVER
HEAD
EQUALS
MAX LOAD

LIFT OFF
GROUND
2 ×
MAX LOAD

PUSH OR
DRAG
5 ×
MAX LOAD

MONEY

CP —

SP —

GP —

PP —

FEATS

PG.

Lined area for recording Feats.

SPECIAL ABILITIES

PG.

Lined area for recording Special Abilities.

AFFILIATIONS AND ENEMIES

Lined area for recording Affiliations and Enemies.

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

Lined area for recording Languages.

CHARACTER ILLUSTRATION