

CHARACTER NAME _____ BACKGROUND _____ CAMPAIGN _____ PLAYER'S INITIALS _____

CLASS & LEVEL _____ ALLEGIANCE #1 _____ ALLEGIANCE #2 _____



CHARACTER LEVEL _____ GENDER _____ HEIGHT _____ WEIGHT _____ HAIR COLOR _____ EYE COLOR _____ SIZE _____ AGE _____ HANDEDNESS _____

ABILITY SCORES			
	ABILITY SCORE	ABILITY MOD	TEMP SCORE
STR			
DEX			
CON			
INT			
WIS			
CHR			

SAVING THROWS						
	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT						
REF						
WILL						

INITIATIVE = = + +
DEX MISC TEMP

HIT POINTS	
NORMAL	CON

SAVING THROW MODIFIERS

BASE SPEED				
SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN

ARMOR CLASS = 10 + + + + + + + +

ARMOR BONUS SHIELD BONUS DEX BONUS SIZE BONUS NATURAL ARMOR DEFLECTION MODIFIER MISC MOD

TOUCH AC

ARMOR CLASS MODIFIERS

ARMOR & SHIELD									
	TYPE	BONUS	MAX DX	CK PEN	SP FAIL	SPEED	WEIGHT	SPECIAL PROPS	

FLAT-FOOTED AC

FLAT-FT TOUCH

PROFICIENT WITH -- LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

WEAPON PROFICIENCIES

SIMPLE WEAPONS MARTIAL WEAPONS

BASE ATTACK BONUS

NUMBER OF ATTACKS

	TOTAL ATTACK MODIFIERS	BASE ATTACK BONUS	ABILITY MOD	SIZE MOD	ENC MOD	MISC MOD
MELEE						
RANGED						
GRAPPLE						

COMBAT MODIFIERS

WEAPONS								
	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WEIGHT	WEAPON NOTES

SKILLS

SKILL TYPES: ● CLASS SKILL / □ CROSS-CLASS SKILL ● CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

CLASS SKILL MAX RANKS: CHARACTER LEVEL + 3
 CROSS-CLASS SKILL MAX RANKS: (CHARACTER LEVEL + 3) / 2

	TOTAL	RANKS	ABI MOD	MISC MOD		TOTAL	RANKS	ABI MOD	MISC MOD		TOTAL	RANKS	ABI MOD	MISC MOD	
<input type="checkbox"/> Appraise ●					IN	<input type="checkbox"/> Knowledge (Arcana)				IN	<input type="checkbox"/> Search ●				WS
<input type="checkbox"/> Balance ● †					DX	<input type="checkbox"/> Knowledge (Arch/Eng)				IN	<input type="checkbox"/> Sense Motive ●				WS
<input type="checkbox"/> Bluff ●					CH	<input type="checkbox"/> Knowledge (Dungeon)				IN	<input type="checkbox"/> Sleight of Hand †				DX
<input type="checkbox"/> Climb ● †					ST	<input type="checkbox"/> Knowledge (Geography)				IN	<input type="checkbox"/> Speak Language ●				**
<input type="checkbox"/> Command					CH	<input type="checkbox"/> Knowledge (Local)				IN	<input type="checkbox"/> Spot ●				WS
<input type="checkbox"/> Concentration ●					CN	<input type="checkbox"/> Knowledge (History)				IN	<input type="checkbox"/> Survival ●				WS
<input type="checkbox"/> Craft ●					IN	<input type="checkbox"/> Knowledge (Nature)				IN	<input type="checkbox"/> Swim ● †				ST
<input type="checkbox"/> Craft ●					IN	<input type="checkbox"/> Knowledge (Nobility)				IN	<input type="checkbox"/> Tumble †				DX
<input type="checkbox"/> Decipher Script					IN	<input type="checkbox"/> Knowledge (Religion)				IN	<input type="checkbox"/> Use Rope ●				DX
<input type="checkbox"/> Diplomacy ●					CH	<input type="checkbox"/> Knowledge (the Planes)				IN	Magic Skills				
<input type="checkbox"/> Disable Device					IN	<input type="checkbox"/> Knowledge				IN	<input type="checkbox"/> Detect Magic				IN
<input type="checkbox"/> Disguise ●					CH	<input type="checkbox"/> Listen ●				WS	<input type="checkbox"/> Ghost Sounds				CH
<input type="checkbox"/> Escape Artist ● †					DX	<input type="checkbox"/> Move Silently ● †				DX	<input type="checkbox"/> Magic Use				CH
<input type="checkbox"/> Forgery ●					IN	<input type="checkbox"/> Open Lock				DX	<input type="checkbox"/> Prestidigitation				CH
<input type="checkbox"/> Gather Information ●					CH	<input type="checkbox"/> Perform				CH	<input type="checkbox"/> Resistance				CH
<input type="checkbox"/> Handle Animal					CH	<input type="checkbox"/> Perform				CH					CN
<input type="checkbox"/> Heal ●					WS	<input type="checkbox"/> Profession				WS					
<input type="checkbox"/> Hide ● †					DX	<input type="checkbox"/> Profession				WS					
<input type="checkbox"/> Intimidate ●					CH	<input type="checkbox"/> Research				IN					
<input type="checkbox"/> Jump ● †					ST	<input type="checkbox"/> Ride ●				DX					

SKILL MODIFIERS

