

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	TEMP MOD
STR				
DEX				
CON				
INT				
WIS				
CHR				

SAVING THROWS

	TOTAL	=	BASE SAVE	+ ABI MOD	+ MAGIC MOD	+ MISC MOD	+ TEMP MOD
FORT		=		+		+	
REF		=		+		+	
WILL		=		+		+	

HIT POINTS

NORMAL	CON

BASE SPEED

	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
L			-	-	-
M			+3	-3	x4
H			+1	-6	x3

INITIATIVE = + +

DEX MISC TEMP

SAVING THROW MODIFIERS

ACTION POINTS

WEALTH BONUS

DEFENSE = 10 + + + + + + +

CLASS BONUS EQUIPMENT BONUS DEX BONUS SIZE BONUS NATURAL ARMOR DEFLECTION MODIFIER MISC MOD

SPELL RESISTANCE

REPUTATION

TOUCH

ARMOR CLASS MODIFIERS

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

FLAT-FOOTED TOUCH

PROFICIENT WITH -- LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

WEAPON PROFICIENCIES

BASE ATTACK BONUS

NUMBER OF ATTACKS

COMBAT MODIFIERS

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

WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WEIGHT	ROF/MAGAZINE

SKILLS

SKILL TYPES
■ CLASS SKILL / □ CROSS-CLASS SKILL

● CAN'T 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	
<input type="checkbox"/> Balance †		=	+	+	
<input type="checkbox"/> Bluff		=	+	+	
<input type="checkbox"/> Climb †		=	+	+	
<input type="checkbox"/> Computer Use		=	+	+	
<input type="checkbox"/> Concentration		=	+	+	
<input type="checkbox"/> Craft		=	+	+	
<input type="checkbox"/> Craft		=	+	+	
<input type="checkbox"/> Decipher Script ●		=	+	+	
<input type="checkbox"/> Demolitions ●		=	+	+	
<input type="checkbox"/> Diplomacy		=	+	+	
<input type="checkbox"/> Disable Device ●		=	+	+	
<input type="checkbox"/> Disguise		=	+	+	
<input type="checkbox"/> Drive		=	+	+	
<input type="checkbox"/> Escape Artist †		=	+	+	
<input type="checkbox"/> Forgery		=	+	+	
<input type="checkbox"/> Gamble		=	+	+	
<input type="checkbox"/> Gather Information		=	+	+	
<input type="checkbox"/> Handle Animal ●		=	+	+	
<input type="checkbox"/> Hide †		=	+	+	
<input type="checkbox"/> Intimidate		=	+	+	
<input type="checkbox"/> Investigate ●		=	+	+	
<input type="checkbox"/> Jump †		=	+	+	
<input type="checkbox"/> Kast ●		=	+	+	
<input type="checkbox"/> Knowledge ●		=	+	+	
<input type="checkbox"/> Knowledge ●		=	+	+	
<input type="checkbox"/> Knowledge ●		=	+	+	
<input type="checkbox"/> Knowledge ●		=	+	+	
<input type="checkbox"/> Listen		=	+	+	
<input type="checkbox"/> Move Silently †		=	+	+	
<input type="checkbox"/> Navigate		=	+	+	
<input type="checkbox"/> Perform		=	+	+	
<input type="checkbox"/> Perform		=	+	+	
<input type="checkbox"/> Pilot ●		=	+	+	
<input type="checkbox"/> Profession		=	+	+	
<input type="checkbox"/> Read/Write Lang.		=	+	+	
<input type="checkbox"/> Read/Write Lang.		=	+	+	
<input type="checkbox"/> Read/Write Lang.		=	+	+	
<input type="checkbox"/> Repair ●		=	+	+	
<input type="checkbox"/> Research		=	+	+	
<input type="checkbox"/> Ride		=	+	+	

	TOTAL	RANKS	ABI MOD	MISC MOD	
<input type="checkbox"/> Ritual ●		=	+	+	
<input type="checkbox"/> Search		=	+	+	
<input type="checkbox"/> Sense Motive		=	+	+	
<input type="checkbox"/> Sleight of Hand ●		=	+	+	
<input type="checkbox"/> Speak Language		=	+	+	
<input type="checkbox"/> Speak Language		=	+	+	
<input type="checkbox"/> Speak Language		=	+	+	
<input type="checkbox"/> Spot		=	+	+	
<input type="checkbox"/> Survival		=	+	+	
<input type="checkbox"/> Swim †		=	+	+	
<input type="checkbox"/> Telekinesis ●		=	+	+	
<input type="checkbox"/> Treat Injury		=	+	+	
<input type="checkbox"/> Tumble ● †		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	

SKILL MODIFIERS

MAGIC					
	SPECIALTY			SAVE DC	
PROTOCOLS KNOWN					
PROTOCOL	BASE DC	NONLETHAL DAMAGE	COMPONENT	RANGE	DURATION

LANGUAGES	R/W

ITEMS WORN

FEATS

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ALLEGIANCES

ARMOR, EQUIPMENT, WEAPONS			
ITEMS	WEIGHT	ITEMS	WEIGHT
EQUIPMENT WEIGHT TOTAL			

CONTAINER
TOTAL WEIGHT

CONTAINER
TOTAL WEIGHT

CONTAINER
TOTAL WEIGHT

CLASS FEATURES

XP PENALTY

EXPERIENCE POINTS

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