

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 **WOUNDS/CURRENT HP**

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

NONLETHAL DAMAGE

SPEED

DAMAGE REDUCTION

TOUCH ARMOR CLASS **FLAT-FOOTED** ARMOR CLASS

INITIATIVE MODIFIER = (DEX MODIFIER) + (MISC MODIFIER)

SAVING THROWS

FORTITUDE (CONSTITUTION) = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC MODIFIER) + (TEMPORARY MODIFIER)

REFLEX (DEXTERITY) = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC MODIFIER) + (TEMPORARY MODIFIER)

WILL (WISDOM) = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC MODIFIER) + (TEMPORARY MODIFIER)

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	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	FAMILIAR SKILLS	BONUS SKILLS	MAX RANKS (CLASS/CROSS-CLASS)	
									/	/
<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"/>	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"/>	_____	_____								