



CHARACTER NAME _____ AFFILIATION _____

CLASS AND LEVEL _____ RACE _____ ALIGNMENT _____ FAITH _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	HP HIT POINTS	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED					
STR STRENGTH														
AGY AGILITY					AC ARMOR CLASS	$\square = 10 + \square + \square + \square + \square + \square + \square + \square$			DAMAGE RED.					
					TOTAL		ARMOR BONUS	SHIELD BONUS	AGY MOD.	SIZE MOD.	NATURAL ARMOR	DEFLECT. MOD.	MISC. MOD.	

STA STAMINA					TOUCH ARMOR CLASS	
INT INTELLECT					HAT-FOOTED ARMOR CLASS	
SPT SPIRIT					INITIATIVE MODIFIER	
CHA CHARISMA					$\square = \square + \square$	TOTAL AGY MOD. MISC. MOD.

	TOTAL	BASE SAVE	ABILITY MOD.	MAGIC MOD.	MISC. MOD.	TEMP. MOD.	CONDITIONAL MODIFIERS
FORTITUDE STAMINA	$\square = \square + \square + \square + \square + \square + \square$						
REFLEX AGILITY	$\square = \square + \square + \square + \square + \square + \square$						
WILL SPIRIT	$\square = \square + \square + \square + \square + \square + \square$						

BASE ATTACK BONUS	$\square$	SPELL RESISTANCE	$\square$
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GRAPPLE MODIFIER	$\square = \square + \square + \square + \square + \square$	TOTAL	BASE ATTACK BONUS	STR MOD.	SIZE MOD.	MISC. MOD.
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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 NAME	KEY ABILITY	SKILL MOD.	ABILITY MOD.	RANKS	MISC. MOD.
	APPRAISE•	INT	$\square = \square + \square + \square$			
	BALANCE•	AGY	$\square = \square + \square + \square$			
	BLUFF•	CHA	$\square = \square + \square + \square$			
	CLIMB•	STR	$\square = \square + \square + \square$			
	CONCENTRATION•	STA	$\square = \square + \square + \square$			
	CRAFT• (_____)	INT	$\square = \square + \square + \square$			
	CRAFT• (_____)	INT	$\square = \square + \square + \square$			
	CRAFT• (_____)	INT	$\square = \square + \square + \square$			
	DECIPHER SCRIPT	INT	$\square = \square + \square + \square$			
	DIPLOMACY•	CHA	$\square = \square + \square + \square$			
	DISABLE DEVICE	INT	$\square = \square + \square + \square$			
	DISGUISE•	CHA	$\square = \square + \square + \square$			
	ESCAPE ARTIST•	AGY	$\square = \square + \square + \square$			
	FORGERY•	INT	$\square = \square + \square + \square$			
	GATHER INFORMATION•	CHA	$\square = \square + \square + \square$			
	HANDLE ANIMAL	CHA	$\square = \square + \square + \square$			
	HEAL•	SPT	$\square = \square + \square + \square$			
	INTIMIDATE•	CHA	$\square = \square + \square + \square$			
	JUMP•	STR	$\square = \square + \square + \square$			
	KNOWLEDGE (_____)	INT	$\square = \square + \square + \square$			
	KNOWLEDGE (_____)	INT	$\square = \square + \square + \square$			
	KNOWLEDGE (_____)	INT	$\square = \square + \square + \square$			
	KNOWLEDGE (_____)	INT	$\square = \square + \square + \square$			
	KNOWLEDGE (_____)	INT	$\square = \square + \square + \square$			
	LISTEN•	SPT	$\square = \square + \square + \square$			
	OPEN LOCK	AGY	$\square = \square + \square + \square$			
	PERFORM (_____)	CHA	$\square = \square + \square + \square$			
	PERFORM (_____)	CHA	$\square = \square + \square + \square$			
	PERFORM (_____)	CHA	$\square = \square + \square + \square$			
	PROFESSION (_____)	SPT	$\square = \square + \square + \square$			
	PROFESSION (_____)	SPT	$\square = \square + \square + \square$			
	RIDE•	AGY	$\square = \square + \square + \square$			
	SEARCH•	INT	$\square = \square + \square + \square$			
	SENSE MOTIVE•	SPT	$\square = \square + \square + \square$			
	SLEIGHT OF HAND	AGY	$\square = \square + \square + \square$			
	SPELLCRAFT	INT	$\square = \square + \square + \square$			
	SPOT•	SPT	$\square = \square + \square + \square$			
	STEALTH•	AGY	$\square = \square + \square + \square$			
	SURVIVAL•	SPT	$\square = \square + \square + \square$			
	SWIM•	STR	$\square = \square + \square + \square$			
	TUMBLE	AGY	$\square = \square + \square + \square$			
	USE MAGIC DEVICE	CHA	$\square = \square + \square + \square$			
	USE ROPE•	AGY	$\square = \square + \square + \square$			
			$\square = \square + \square + \square$			
			$\square = \square + \square + \square$			
			$\square = \square + \square + \square$			

□ Mark this box with an X if the skill is a class skill for the character. • Denotes a skill that can be used untrained.
* Armor check penalty, if any, applies. (double penalty for Swim)

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GEAR

ARMOR/PROTECTIVE ITEM

TYPE	AC BONUS	MAX DEX	CHECK PENALTY
SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

AC BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE	SPECIAL PROP.

AC BONUS	WEIGHT	SPECIAL PROPERTIES

AC BONUS	WEIGHT	SPECIAL PROPERTIES

[illegible]

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (MAX LOAD)	LIFT OFF GROUND (2x MAX LOAD)	PUSH OR DRAG (5x MAX LOAD)

GOLD PIECES

SILVER PIECES

COPPER PIECES

PG

DOMAINS / CURRENT PATH

Q:

1ST:

2ND:

3RD:

4TH

PG

5TH-

6TH

7TH

8TH:

9TH.

DC MOD

9/70

CONDITIONAL MODIFIERS

SPELL SAVE DC	LEVEL	BONUS SPELL SLOTS	SPELL SLOTS PER DAY	SPELL SLOTS USED
	0	0		
	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			

INITIAL LANGUAGES = COMMON + RACIAL
LANGUAGES + ONE PER POINT OF INT BONUS