

Character \_\_\_\_\_ Player \_\_\_\_\_  
Class \_\_\_\_\_ Level \_\_\_\_\_  
Race \_\_\_\_\_ Alignment \_\_\_\_\_  
Patron Deity/Religion \_\_\_\_\_  
Origin \_\_\_\_\_  
Nationality \_\_\_\_\_ Residence \_\_\_\_\_



### Ability Scores

	Score	Modifier	Temp Score	Temp Modifier
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

### Hit Points

Die Type

Damage Reduction

AC when Flat-footed  
AC versus Touch Attacks

Miss Chance

Max Dex Bonus

Armor Check Penalty

Arcane Spell Failure

Spell Resistance

MAX RANKS = LVL+3(1/2)

- Alchemy
- Animal Empathy
- Appraise ■
- Balance ■
- Bluff ■
- Climb ■
- Concentration ■
- Craft ■ ( )
- Decipher Script
- Diplomacy ■
- Disable Device
- Disguise ■
- Escape Artist ■
- Forgery ■
- Gather Information ■
- Handle Animal
- Heal ■
- Hide ■
- Innuendo
- Intimidate ■
- Intuit Direction
- Jump ■
- Knowledge ( )
- Knowledge ( )
- Knowledge ( )
- Knowledge ( )
- Listen ■
- Move Silently ■
- Open Lock
- Perform ■ ( )
- ( )
- ( )

### Skills

Cross Class	Key Ability	Modifiers			
		Total	Ability	Ranks	Misc
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Str*				
<input type="checkbox"/>	Con				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Str*				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Dex				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Dex				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Str†				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Dex				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

**ARMOR**

ARMOR = 10 +

CLASS

Armor Worn

Modifiers

Armor	Shield	Dex	Wis	Size	Natural	Misc

### Saving Throws

	Total	Base	Modifiers				Temp	Modifiers
Fortitude (Con)								
Reflex (Dex)								
Will (Wis)								

### Combat Bonuses

	Total	Base	Modifiers				Temp
Initiative (Dex)							
Melee (Str)							
Ranged (Dex)							

Additional Combat Modifiers

Proficiencies

### Weapons

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						

- Pick Pocket
- Profession ( )
- Read Lips
- Ride ■
- Scry ■
- Search ■
- Sense Motive ■
- Spellcraft
- Spot ■
- Swim ■
- Tumble
- Use Magic Device
- Use Rope ■
- Wilderness Lore ■
- 
- 
- 
- 
- 

■ Can be used with 0 ranks — \* Armor Check Penalty applies — † -1 per 5 lbs. of gear

## Equipment

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
Current Load						Total Weight Carried		

## MOVEMENT/LIFTING

Movement		Rate	Movement		Rate
Walk (= Base)			Hour Walk		
Hustle			Hour Hustle		
Run (x3)			Day Walk		
Run (x4)			Special		
Load	Weight Carried	Max Dex	Chk Pen	Run	
Light		normal	normal	normal	
Medium		+ 3	-3	x4	
Heavy		+ 1	-6	x3	

## EXPERIENCE

The diagram illustrates the relationship between Total Experience, XP Needed for Next Level, and three types of lifts. A large rectangle is divided into three sections. The top section is labeled "Total Experience". The bottom-left section is labeled "Lift Over Head" and contains a smaller rectangle labeled "= Max Load". The bottom-right section is labeled "Lift Off Ground" and contains a smaller rectangle labeled "= 2 x Max Load". A third rectangle, labeled "Push or Drag" and "= 5 x Max Load", is positioned below the "Lift Off Ground" section.

Total Experience

XP Needed for Next Level

Lift Over Head  
= Max Load

Lift Off Ground  
= 2 x Max Load

Push or Drag  
= 5 x Max Load

## MONEY & GEMS

cp —

sp —

gp —

pp —

gems —

## Class & Racial Abilities

[illegible][illegible]

## LANGUAGES

[illegible]

## Feats

[illegible]

[illegible]

Character Description

Character Name	Age	Sex
Description	Birth Date	Size
	Height	Weight
	Hair	Eyes
	Skin	Handedness

Personality

Character Sketch

Quote(s)

Contacts/Friends

Enemies

Background & Notes

Date Created DM/Campaign