

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

Armor

ARMOR CLASS = 10 +

Armor Worn

Armor	Shield	Dex	Wis	Size	Natural	Misc

Saving Throws

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

Combat Bonuses

	Total	Base	Ability	Size	Misc	Temp	Modifiers
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						

MAX RANKS = LVL+3 (/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 ■ (_____) ■
- (_____) ■
- (_____) ■
- Pick Pocket
- Profession (_____) ■
- Read Lips
- Ride ■
- Scry ■
- Search ■
- Sense Motive ■
- Spellcraft
- Spot ■
- Swim ■
- Tumble
- Use Magic Device
- Use Rope ■
- Wilderness Lore ■

Skills

Cross Class	Key Ability	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"/>	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"/>					

■ 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

Total Experience

XP's Needed for Next Level

Lift Over H
= Max Load

Lift Off Gro
= 2 x Max Lo

Push or Drag
= 5 x Max Load

Money & Gems

cp	—
sp	—
gp	—
pp	—
gems	—

Class & Racial Abilities

[illegible][illegible]

Languages

[illegible]

Feats

[illegible]

Spell Save DC Mod

Magic Items

[illegible]

Spells

[illegible][illegible]

Henchmen/Animal Companions


Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													

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

[illegible]

Date Created	DM/Campaign
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