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

Armor

ARMOR CLASS = 10 +

Armor Worn	Armor	Shield	Dex	Wis	Size	Natural	Misc

Modifiers

AC when Flat-footed	
AC versus Touch Attacks	
Miss Chance	
Max Dex Bonus	
Armor Check Penalty	
Arcane Spell Failure	
Spell Resistance	

Saving Throws

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

Modifiers

Combat Bonuses

	Total	Base	Modifiers: Ability	Size	Misc	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						

Skills

MAX RANKS = LVL+3(/2)

	Cross Class	Key Ability	Total	Modifiers: Ability	Ranks	Misc
Alchemy	❑	Int				
Animal Empathy	❑	Cha				
Appraise ■	❑	Int				
Balance ■	❑	Dex*				
Bluff ■	❑	Cha				
Climb ■	❑	Str*				
Concentration ■	❑	Con				
Craft ■ (_____)	❑	Int				
Decipher Script	❑	Int				
Diplomacy ■	❑	Cha				
Disable Device	❑	Int				
Disguise ■	❑	Cha				
Escape Artist ■	❑	Dex*				
Forgery ■	❑	Int				
Gather Information ■	❑	Cha				
Handle Animal	❑	Cha				
Heal ■	❑	Wis				
Hide ■	❑	Dex*				
Innuendo	❑	Wis				
Intimidate ■	❑	Cha				
Intuit Direction	❑	Wis				
Jump ■	❑	Str*				
Knowledge (_____)	❑	Int				
Knowledge (_____)	❑	Int				
Knowledge (_____)	❑	Int				
Knowledge (_____)	❑	Int				
Listen ■	❑	Wis				
Move Silently ■	❑	Dex*				
Open Lock	❑	Dex				
Perform ■ (_____)	❑	Cha				
(_____)						
(_____)						
Pick Pocket	❑	Dex*				
Profession (_____)	❑	Wis				
Read Lips	❑	Int				
Ride ■	❑	Dex				
Scry ■	❑	Int				
Search ■	❑	Int				
Sense Motive ■	❑	Wis				
Spellcraft	❑	Int				
Spot ■	❑	Wis				
Swim ■	❑	Str†				
Tumble	❑	Dex*				
Use Magic Device	❑	Cha				
Use Rope ■	❑	Dex				
Wilderness Lore ■	❑	Wis				
_____	❑					
_____	❑					
_____	❑					
_____	❑					
_____	❑					

■ 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

XPs Needed for Next Level

Lift Over Head
= Max Load

Lift Off Ground
= 2 x Max Load

Push or Drag
= 5 x Max Load

money and gems

cp –

sp –

gp –

pp –

gems –

class & racial abilities

languages

feats

Spell Save DC	Level	Spells Per Day	Bonus Spells	# Spells Known
	0		0	
	1st			
	2nd			
	3rd			
	4th			
	5th			
	6th			
	7th			
	8th			
	9th			

Spell Save DC Mod

spells

magic items

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

Date Created _____ DM/Campaign _____

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