

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

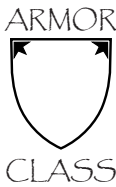
Arcane Spell Failure

Spell Resistance

SKILLS

	MAX RANKS = LVL+3(/2)	Cross Class	Key Ability	Total	Ability	Modifiers Ranks	Misc
Alchemy	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Animal Empathy	<input type="checkbox"/>	<input type="checkbox"/>	Cha				
Appraise ■	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Balance ■	<input type="checkbox"/>	<input type="checkbox"/>	Dex*				
Bluff ■	<input type="checkbox"/>	<input type="checkbox"/>	Cha				
Climb ■	<input type="checkbox"/>	<input type="checkbox"/>	Str*				
Concentration ■	<input type="checkbox"/>	<input type="checkbox"/>	Con				
Craft ■ (_____)	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Decipher Script	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Diplomacy ■	<input type="checkbox"/>	<input type="checkbox"/>	Cha				
Disable Device	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Disguise ■	<input type="checkbox"/>	<input type="checkbox"/>	Cha				
Escape Artist ■	<input type="checkbox"/>	<input type="checkbox"/>	Dex*				
Forgery ■	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Gather Information ■	<input type="checkbox"/>	<input type="checkbox"/>	Cha				
Handle Animal	<input type="checkbox"/>	<input type="checkbox"/>	Cha				
Heal ■	<input type="checkbox"/>	<input type="checkbox"/>	Wis				
Hide ■	<input type="checkbox"/>	<input type="checkbox"/>	Dex*				
Innuendo	<input type="checkbox"/>	<input type="checkbox"/>	Wis				
Intimidate ■	<input type="checkbox"/>	<input type="checkbox"/>	Cha				
Intuit Direction	<input type="checkbox"/>	<input type="checkbox"/>	Wis				
Jump ■	<input type="checkbox"/>	<input type="checkbox"/>	Str*				
Knowledge (_____)	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Knowledge (_____)	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Knowledge (_____)	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Knowledge (_____)	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Listen ■	<input type="checkbox"/>	<input type="checkbox"/>	Wis				
Move Silently ■	<input type="checkbox"/>	<input type="checkbox"/>	Dex*				
Open Lock	<input type="checkbox"/>	<input type="checkbox"/>	Dex				
Perform ■ (_____)	<input type="checkbox"/>	<input type="checkbox"/>	Cha				
(_____)	<input type="checkbox"/>	<input type="checkbox"/>					
(_____)	<input type="checkbox"/>	<input type="checkbox"/>					
Pick Pocket	<input type="checkbox"/>	<input type="checkbox"/>	Dex*				
Profession (_____)	<input type="checkbox"/>	<input type="checkbox"/>	Wis				
Read Lips	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Ride ■	<input type="checkbox"/>	<input type="checkbox"/>	Dex				
Scry ■	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Search ■	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Sense Motive ■	<input type="checkbox"/>	<input type="checkbox"/>	Wis				
Spellcraft	<input type="checkbox"/>	<input type="checkbox"/>	Int				
Spot ■	<input type="checkbox"/>	<input type="checkbox"/>	Wis				
Swim ■	<input type="checkbox"/>	<input type="checkbox"/>	Str†				
Tumble	<input type="checkbox"/>	<input type="checkbox"/>	Dex*				
Use Magic Device	<input type="checkbox"/>	<input type="checkbox"/>	Cha				
Use Rope ■	<input type="checkbox"/>	<input type="checkbox"/>	Dex				
Wilderness Lore ■	<input type="checkbox"/>	<input type="checkbox"/>	Wis				
_____	<input type="checkbox"/>	<input type="checkbox"/>					
_____	<input type="checkbox"/>	<input type="checkbox"/>					
_____	<input type="checkbox"/>	<input type="checkbox"/>					
_____	<input type="checkbox"/>	<input type="checkbox"/>					

ARMOR



= 10 + Armor Worn	Modifiers							
	Affector	Armor	Shield	Dex	Wis	Size	Natural	Misc

COMBAT SAVING THROWS		Total	Base	Modifiers				Temp	Modifiers
		Ability	Magic	Misc					
Fortitude (Con)	<input type="checkbox"/>								
Reflex (Dex)	<input type="checkbox"/>								
Will (Wis)	<input type="checkbox"/>								

COMBAT BONUSES		Total	Base	Modifiers			
		Ability	Size	Misc	Temp		
Initiative (Dex)	<input type="checkbox"/>						
Melee (Str)	<input type="checkbox"/>						
Ranged (Dex)	<input type="checkbox"/>						

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						

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

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	0	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

Spell Save DC Mod

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													

