

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



Ability Scores

STRENGTH
 DEXTERITY
 CONSTITUTION
 INTELLIGENCE
 WISDOM
 CHARISMA

Score	Modifier	Temp Score	Temp Modifier

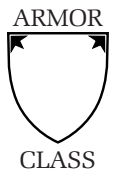
Hit Points

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 +

—Modifiers—							
Armor	Shield	Dex	Wis	Size	Natural	Misc	

Armor Worn

Skills

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 ■

Cross Class	Key Ability	—Modifiers—			
		Total	Ability	Ranks	Misc
	Int				
	Cha				
	Int				
	Dex*				
	Cha				
	Str*				
	Con				
	Int				
	Int				
	Cha				
	Int				
	Cha				
	Dex*				
	Int				
	Cha				
	Wis				
	Dex*				
	Wis				
	Cha				
	Wis				
	Str*				
	Int				
	Int				
	Int				
	Int				
	Wis				
	Dex*				
	Dex				
	Cha				
	Dex*				
	Wis				
	Int				
	Dex				
	Int				
	Int				
	Wis				
	Int				
	Wis				
	Str†				
	Dex*				
	Cha				
	Dex				
	Wis				

Saving Throws

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

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						
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Weapon						
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■ 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
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<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"/>
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<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"/>
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<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

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Henchmen/Animal Companions

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

Character Description

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

Personality _____

Quote(s) _____

Contacts/Friends _____

Enemies _____

Character Sketch

Background & Notes

Date Created _____ DM/Campaign _____