

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

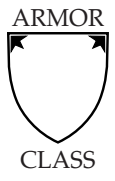
- AC when Flat-footed
- AC versus Touch Attacks
- Miss Chance
- Max Dex Bonus
- Armor Check Penalty
- Arcane Spell Failure
- Spell Resistance

**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				



ARMOR CLASS = 10 +  
 Armor Worn

**Armor**

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			
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						

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





