

CHARACTER NAME _____ PLAYER _____

CLASS AND LEVEL _____ CAREER LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____



| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | TOTAL | WOUNDS/CURRENT HP | NONLETHAL DAMAGE | SPEED |
|----------------------------|---------------|------------------|-----------------|--------------------|-------|-------------------|------------------|-------|
| STR STRENGTH | | | | | | | | |
| DEX DEXTERITY | | | | | | | | |
| CON CONSTITUTION | | | | | | | | |
| INT INTELLIGENCE | | | | | | | | |
| WIS WISDOM | | | | | | | | |
| CHA CHARISMA | | | | | | | | |

| HP | HIT POINTS | AC | ARMOR CLASS | TOUCH | ARMOR CLASS | FLAT-FOOTED | ARMOR CLASS | INITIATIVE | MODIFIER |
|----|------------|----|-------------|-------|-------------|-------------|-------------|------------|----------|
| | | | | | | | | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | CONDITIONAL MODIFIERS |
|------------------------------------|-------|-----------|------------------|----------------|----------------|--------------------|-----------------------|
| FORTITUDE (CONSTITUTION) | | | | | | | |
| REFLEX (DEXTERITY) | | | | | | | |
| WILL (WISDOM) | | | | | | | |

| BASE ATTACK BONUS | SPELL RESISTANCE |
|-------------------|------------------|
| | |

| GRAPPLE | MODIFIER |
|---------|----------|
| | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | CONDITIONAL MODIFIERS |
|------------------------------------|-------|-----------|------------------|----------------|----------------|--------------------|-----------------------|
| FORTITUDE (CONSTITUTION) | | | | | | | |
| REFLEX (DEXTERITY) | | | | | | | |
| WILL (WISDOM) | | | | | | | |

| BASE ATTACK BONUS | SPELL RESISTANCE |
|-------------------|------------------|
| | |

| GRAPPLE | MODIFIER |
|---------|----------|
| | |

| ATTACK | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
| | | | | |
| RANGE | TYPE | NOTES | | |
| | | | | |

AMMUNITION _____

| ATTACK | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
| | | | | |
| RANGE | TYPE | NOTES | | |
| | | | | |

AMMUNITION _____

| ATTACK | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
| | | | | |
| RANGE | TYPE | NOTES | | |
| | | | | |

AMMUNITION _____

| ATTACK | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
| | | | | |
| RANGE | TYPE | NOTES | | |
| | | | | |

AMMUNITION _____

| ATTACK | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
| | | | | |
| RANGE | TYPE | NOTES | | |
| | | | | |

AMMUNITION _____

| CLASS SKILL | SKILL NAME | KEY ABILITY | SKILL MODIFIER | MAX RANKS (CLASS/CROSS-CLASS) | |
|--------------------------|----------------------|-------------|----------------|----------------------------------|-------|
| | | | | ABILITY MODIFIER | RANKS |
| <input type="checkbox"/> | APPRAISE ■ | INT | | | |
| <input type="checkbox"/> | BALANCE ■ | DEX* | | | |
| <input type="checkbox"/> | BLUFF ■ | CHA | | | |
| <input type="checkbox"/> | CLIMB ■ | STR* | | | |
| <input type="checkbox"/> | CONCENTRATION ■ | CON | | | |
| <input type="checkbox"/> | CRAFT ■ () | INT | | | |
| <input type="checkbox"/> | CRAFT ■ () | INT | | | |
| <input type="checkbox"/> | CRAFT ■ () | INT | | | |
| <input type="checkbox"/> | DECIPHER SCRIPT | INT | | | |
| <input type="checkbox"/> | DIPLOMACY ■ | CHA | | | |
| <input type="checkbox"/> | DISABLE DEVICE | INT | | | |
| <input type="checkbox"/> | DISGUISE ■ | CHA | | | |
| <input type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | | | |
| <input type="checkbox"/> | FORGERY ■ | INT | | | |
| <input type="checkbox"/> | GATHER INFORMATION ■ | CHA | | | |
| <input type="checkbox"/> | HANDLE ANIMAL | CHA | | | |
| <input type="checkbox"/> | HEAL ■ | WIS | | | |
| <input type="checkbox"/> | HIDE ■ | DEX* | | | |
| <input type="checkbox"/> | INTIMIDATE ■ | CHA | | | |
| <input type="checkbox"/> | JUMP ■ | STR* | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | |
| <input type="checkbox"/> | LISTEN ■ | WIS | | | |
| <input type="checkbox"/> | MOVE SILENTLY ■ | DEX* | | | |
| <input type="checkbox"/> | OPEN LOCK | DEX | | | |
| <input type="checkbox"/> | PERFORM () | CHA | | | |
| <input type="checkbox"/> | PERFORM () | CHA | | | |
| <input type="checkbox"/> | PERFORM () | CHA | | | |
| <input type="checkbox"/> | PROFESSION () | WIS | | | |
| <input type="checkbox"/> | PROFESSION () | WIS | | | |
| <input type="checkbox"/> | RIDE ■ | DEX | | | |
| <input type="checkbox"/> | SEARCH ■ | INT | | | |
| <input type="checkbox"/> | SENSE MOTIVE ■ | WIS | | | |
| <input type="checkbox"/> | SLEIGHT OF HAND | DEX* | | | |
| <input type="checkbox"/> | SPELLCRAFT | INT | | | |
| <input type="checkbox"/> | SPOT ■ | WIS | | | |
| <input type="checkbox"/> | SURVIVAL ■ | WIS | | | |
| <input type="checkbox"/> | SWIM ■ | STR* | | | |
| <input type="checkbox"/> | TUMBLE | DEX* | | | |
| <input type="checkbox"/> | USE MAGIC DEVICE | CHA | | | |
| <input type="checkbox"/> | USE ROPE ■ | DEX | | | |
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |

■ Denotes a skill that can be used untrained.
☐ Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

