

CHARACTER NAME _____ CHARACTER ALIAS _____ PLAYER _____ CAMPAIGN _____

LEVEL(S) _____ PRIMARY CLASS _____ SECONDARY CLASS(ES) _____ PRESTIGE CLASS(ES) _____

ADJ. _____ RACE _____ SIZE _____ HEIGHT _____ WEIGHT _____ AGE _____ GENDER _____ RELIGION/DEITY _____ ALIGNMENT _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERTY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

MODIFIER = RD[(SCORE - 10) / 2]

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	DOODGE MODIFIER	CLASS ABILITY	RACIAL ABILITY	MISC MODIFIER	TEMP MODIFIER
AC ARMOR CLASS	= 10 + _____ + _____ + _____ + _____ + _____ + _____ + _____ + _____ + _____ + _____ + _____										

TOUCH = AC - AB - SB - NA
TOUCH
Armor Class _____

TOTAL	TEMP HP	CONDITIONAL AC MODIFIERS	
HP HIT POINTS			
WOUNDS (CURRENT HP)			
DAMAGE REDUCTION			

FLAT-FOOTED = AC - DEX MOD - DOODGE
FLAT-FOOTED
Armor Class _____

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	RACIAL MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)								
REFLEX (DEXTERTY)								
WILL (WISDOM)								

BASE ATTACK BONUS: _____	MAX NUMBER OF ATTACKS: _____	SPELL RESISTANCE: _____
BASE ATTACK (GOOD) = LEVEL BASE ATTACK (AVG) = RD[3 * LEVEL / 4] BASE ATTACK (POOR) = RD[LEVEL / 2]		
# ATTACKS = 1 + RD[(BAB - 1) / 5]		

TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
GRAPPLE MODIFIER				

BASE LAND SPEED: _____	FLY SPEED: _____	CLIMB/SWIM SPEED: _____
MANEUVERABILITY		

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 SKILLS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	Ranks	RACIAL MODIFIER	SYNERGIES	MISC MODIFIER	ARMOR CHECK PENALTY	MAX CLASS RANKS #HD + 3 =	MAX CROSS-CLASS RANKS Class Ranks / 2 =
<input type="checkbox"/>	Appraise ♦	INT									
<input type="checkbox"/>	Autohypnosis	WIS									
<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"/>	Listen ♦	WIS									
<input type="checkbox"/>	Move Silently ♦	DEX*									
<input type="checkbox"/>	Open Lock	DEX									
<input type="checkbox"/>	Perform (_____)	CHA									
<input type="checkbox"/>	Profession (_____)	WIS									
<input type="checkbox"/>	Psicraft	INT									
<input type="checkbox"/>	Ride ♦	DEX									
<input type="checkbox"/>	Search ♦	INT									
<input type="checkbox"/>	Sense Motive ♦	WIS									
<input type="checkbox"/>	Slight 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 Language	INT									
<input type="checkbox"/>	Use Magic Device	INT									
<input type="checkbox"/>	Use Psionic Device	CHA									
<input type="checkbox"/>	Use Rope ♦	DEX									

♦ - 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 applicable. ** - Double armor check penalty, if applicable.

