



Character _____ Race _____ Class _____

Alignment _____ Deity _____ Level _____ Experience _____ Penalty _____

Gender _____ Age _____ Size _____ Height _____ Weight _____ Skin _____ Hair _____ Eyes _____ Handedness _____

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR				
DEX				
CON				
INT				
WIS				
CHA				

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD	TEMP SAVE
FORT			CON		
REF			DEX		
WILL			WIS		

SAVING THROW MODIFIERS

INITIATIVE

INITIATIVE = + +

DEX MOD MISC MOD TEMP INITIATIVE

INITIATIVE MODIFIERS

SPEED L

M

H

LOAD

LIFT OVER HEAD

1 x MAX LOAD

LIFT OFF GROUND

2 x MAX LOAD

PUSH OR DRAG

5 x MAX LOAD

HIT POINTS

/

ARMOR CLASS

ARMOR CLASS = 10 + + + + +

ARMOR BONUS SHIELD BONUS DEX MOD SIZE MOD MISC MOD

TOTAL

VS TOUCH FLAT-FOOTED TEMP AC

ARCANE SPELL FAILURE ARMOR CHECK PENALTY

ARMOR CLASS MODIFIERS

ARMOR & PROTECTION

	TYPE	ARMOR BONUS	MAX DEX	CHECK PNLTY	SPELL FAILURE	SPEED	WEIGHT

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

WEAPON PROFICIENCIES

ALL SIMPLE ALL MARTIAL

BASE ATTACK BONUS

	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABILITY MOD	SIZE MOD	MISC MOD
MELEE			STR		
RANGED			DEX		

COMBAT MODIFIERS

WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WEIGHT	NOTES

SKILLS

SKILL TYPE: CLASS SKILL / CROSS-CLASS SKILL / PROHIBITED SKILL

* CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3 CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

SKILL TYPE	TOTAL	RANKS	ABI MOD	MISC MOD	ABI	SKILL TYPE	TOTAL	RANKS	ABI MOD	MISC MOD	ABI	SKILL TYPE	TOTAL	RANKS	ABI MOD	MISC MOD	ABI	
<input type="checkbox"/> Alchemy					INT	<input type="checkbox"/> Innuendo					WIS	<input type="checkbox"/> Sense Motive	*					WIS
<input type="checkbox"/> Animal Empathy					CHA	<input type="checkbox"/> Intimidate	*				CHA	<input type="checkbox"/> Spellcraft						INT
<input type="checkbox"/> Appraise	*				INT	<input type="checkbox"/> Intuit Direction					WIS	<input type="checkbox"/> Spot	*					WIS
<input type="checkbox"/> Balance	†*				DEX	<input type="checkbox"/> Jump	†*				STR	<input type="checkbox"/> Swim (-1 / 5 lbs. of gear)	*					STR
<input type="checkbox"/> Bluff	*				CHA	<input type="checkbox"/> Knowledge (arcana)					INT	<input type="checkbox"/> Tumble	†					DEX
<input type="checkbox"/> Climb	†*				STR	<input type="checkbox"/> Knowledge (religion)					INT	<input type="checkbox"/> Use Magic Device						CHA
<input type="checkbox"/> Concentration	*				CON	<input type="checkbox"/> Knowledge (nature)					INT	<input type="checkbox"/> Use Rope	*					DEX
<input type="checkbox"/> Craft	*				INT	<input type="checkbox"/> Knowledge					INT	<input type="checkbox"/> Wilderness Lore	*					WIS
<input type="checkbox"/> Decipher Script					INT	<input type="checkbox"/> Listen	*				WIS	<input type="checkbox"/> _____						
<input type="checkbox"/> Diplomacy	*				CHA	<input type="checkbox"/> Move Silently	†*				DEX	<input type="checkbox"/> _____						
<input type="checkbox"/> Disable Device					INT	<input type="checkbox"/> Open Lock					DEX	<input type="checkbox"/> _____						
<input type="checkbox"/> Disguise	*				CHA	<input type="checkbox"/> Perform	*				CHA	<input type="checkbox"/> _____						
<input type="checkbox"/> Escape Artist	†*				DEX	<input type="checkbox"/> Pick Pocket	†				DEX	<input type="checkbox"/> _____						
<input type="checkbox"/> Forgery	*				INT	<input type="checkbox"/> Profession					WIS	<input type="checkbox"/> _____						
<input type="checkbox"/> Gather Information	*				CHA	<input type="checkbox"/> Read Lips					INT	<input type="checkbox"/> _____						
<input type="checkbox"/> Handle Animal					CHA	<input type="checkbox"/> Ride	*				DEX	<input type="checkbox"/> _____						
<input type="checkbox"/> Heal	*				WIS	<input type="checkbox"/> Scry	*				INT	<input type="checkbox"/> _____						
<input type="checkbox"/> Hide	†*				DEX	<input type="checkbox"/> Search	*				INT	<input type="checkbox"/> _____						

SKILL MODIFIERS

