



CHARACTER NAME _____ PLAYER _____
 CLASS & LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____
 SIZE / TYPE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

HP _____ **DR** _____
 WOUNDS / CURRENT HP _____
 NONLETHAL DAMAGE _____
INITIATIVE _____ = _____ + _____
TOTAL DEX. MODIFIER MISC. MODIFIER

SPEED _____ **TEMP MODIFIERS** _____
BASE SPEED WITH ARMOR
 FLY _____ MANEUVERABILITY _____ SWIM _____ CLIMB _____ BURROW _____

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____ = DEX	_____	_____ + _____	_____	_____
<input type="checkbox"/> APPRAISE	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> BLUFF	_____ = CHA	_____	_____ + _____	_____	_____
<input type="checkbox"/> CLIMB	_____ = STR	_____	_____ + _____	_____	_____
<input type="checkbox"/> CRAFT (_____)	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> CRAFT (_____)	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> CRAFT (_____)	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> DIPLOMACY	_____ = CHA	_____	_____ + _____	_____	_____
<input type="checkbox"/> DISABLE DEVICE*	_____ = DEX	_____	_____ + _____	_____	_____
<input type="checkbox"/> DISGUISE	_____ = CHA	_____	_____ + _____	_____	_____
<input type="checkbox"/> ESCAPE ARTIST	_____ = DEX*	_____	_____ + _____	_____	_____
<input type="checkbox"/> FLY	_____ = DEX	_____	_____ + _____	_____	_____
<input type="checkbox"/> HANDLE ANIMAL*	_____ = CHA	_____	_____ + _____	_____	_____
<input type="checkbox"/> HEAL	_____ = WIS	_____	_____ + _____	_____	_____
<input type="checkbox"/> INTIMIDATE	_____ = CHA	_____	_____ + _____	_____	_____
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> KNOWLEDGE (NATURE)*	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> KNOWLEDGE (PLANES)*	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> LINGUISTICS*	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> PERCEPTION	_____ = WIS	_____	_____ + _____	_____	_____
<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"/> SENSE MOTIVE	_____ = WIS	_____	_____ + _____	_____	_____
<input type="checkbox"/> SLEIGHT OF HAND*	_____ = DEX	_____	_____ + _____	_____	_____
<input type="checkbox"/> SPELLCRAFT*	_____ = INT	_____	_____ + _____	_____	_____
<input type="checkbox"/> STEALTH	_____ = DEX	_____	_____ + _____	_____	_____
<input type="checkbox"/> SURVIVAL	_____ = WIS	_____	_____ + _____	_____	_____
<input type="checkbox"/> SWIM	_____ = STR	_____	_____ + _____	_____	_____
<input type="checkbox"/> USE MAGIC DEVICE	_____ = CHA	_____	_____ + _____	_____	_____

CONDITIONAL MODIFIER: _____

LANGUAGES: _____

AC _____ = 10 + _____ + _____ + _____ + _____ + _____ + _____ + _____ + _____
TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER DODGE MODIFIER MISC MODIFIER

TOUCH _____ **FLAT-FOOTED** _____ **MODIFIER** _____

SAVING THROWS

TOTAL	BASE SCORE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE	_____	_____	_____	_____	_____	_____
REFLEX	_____	_____	_____	_____	_____	_____
WILL	_____	_____	_____	_____	_____	_____

BASE ATTACK BONUS _____ **SPELL RESISTANCE** _____

CMB _____ = _____ + _____ + _____ + _____ + _____ **MODIFIER** _____
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MISC MODIFIER

CMD _____ = _____ + _____ + _____ + _____ + _____ + 10
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEX MODIFIER SIZE MODIFIER MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

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RANGE	TYPE	AMMUNITION	NOTES	

