



Name \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_

Race \_\_\_\_\_ Alignment \_\_\_\_\_ Experience Points \_\_\_\_\_

Size \_\_\_\_\_ Sex \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Deity Worshipped \_\_\_\_\_

Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Skin \_\_\_\_\_ Age \_\_\_\_\_ Birthday \_\_\_\_\_

Ability	Score	Modifier
Strength (STR)		
Dexterity (DEX)		
Constitution (CON)		
Intelligence (INT)		
Wisdom (WIS)		
Charisma (CHA)		

**Hit Points (HP)**  Maximum  Damage Taken  Subdual Damage

**Armor Class (AC)**  = 10 +  armor +  DEX +  shield +  size +  magic +  other

**Initiative**  =  DEX +  other

**Speed**  base  modified

SAVING THROWS	TOTAL	Base	Ability	Magic	Miscellaneous	Conditional Modifiers
Fortitude	<input type="text"/>	= <input type="text"/>	+ (CON)	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Reflex	<input type="text"/>	= <input type="text"/>	+ (DEX)	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Willpower	<input type="text"/>	= <input type="text"/>	+ (WIS)	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

	TOTAL	Base Attack Bonus	Ability Modifiers	Size	Miscellaneous Modifiers	Conditional Modifiers
Melee attack	<input type="text"/>	= <input type="text"/>	+ (STR)	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Ranged attack	<input type="text"/>	= <input type="text"/>	+ (DEX)	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

WEAPONS	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size	Special

ARMOR/SHIELD	Type	AC Bonus	Max DEX Bonus	Skill Check Penalty	Spell Failure Chance	Altered Speed	Weight	Special

SKILLS [Max Ranks = level+3] or [cross class = /2]					* means Armor penalty applies						
SKILL NAME	Ability	Modifier	Rank	Other	Total	SKILL NAME	Ability	Modifier	Rank	Other	Total
Appraise	Int		+	+	=	Knowledge ( )	Int		+	+	=
Balance	Dex	*	+	+	=	Knowledge ( )	Int		+	+	=
Bluff	Cha		+	+	=	Listen	Wis		+	+	=
Climb	Str	*	+	+	=	Move Silently	Dex	*	+	+	=
Concentration	Con		+	+	=	Open Lock	Dex		+	+	=
Craft ( )	Int		+	+	=	Perform ( )	Cha		+	+	=
Craft ( )	Int		+	+	=	Profession ( )	Wis		+	+	=
Decipher Script	Int		+	+	=	Ride	Dex		+	+	=
Diplomacy	Cha		+	+	=	Search	Int		+	+	=
Disable Device	Int		+	+	=	Sense Motive	Wis		+	+	=
Disguise	Cha		+	+	=	Sleight of Hand	Dex	*	+	+	=
Escape Artist	Dex	*	+	+	=	Spellcraft	Int		+	+	=
Forgery	Int		+	+	=	Spot	Wis		+	+	=
Gather Information	Cha		+	+	=	Survival	Wis		+	+	=
Handle Animal	Cha		+	+	=	Swim	Str		+	+	=
Heal	Wis		+	+	=	Tumble	Dex	*	+	+	=
Hide	Dex	*	+	+	=	Use Magical Device	Cha		+	+	=
Intimidate	Cha		+	+	=	Use Rope	Dex		+	+	=
Jump	Str	*	+	+	=	Other ( )			+	+	=
Knowledge (Geography)	Int		+	+	=	Other ( )			+	+	=
Knowledge ( )	Int		+	+	=	Other ( )			+	+	=
Knowledge ( )	Int		+	+	=	Other ( )			+	+	=



