

CHARACTER NAME _____

PLAYER NAME _____

CLASS _____

CAMPAIGN _____

RACE _____

ALIGNMENT _____

DEITY _____

LEVEL _____

EXPERIENCE _____

TRAINING _____



ABILITIES

PHYSICAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	ABILITY SCORE	ABILITY MODIFIER	BUFFED SCORE	BUFFED MODIFIER
STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

MENTAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	ABILITY SCORE	ABILITY MODIFIER	BUFFED SCORE	BUFFED MODIFIER
INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

COMBAT

DEFENSE

ARMOR CLASS	DEX MOD	SIZE MOD	ARMOR	SHIELD	OTHER BONUS	ARMOR CLASS	TEMP BONUS	TEMP AC
= 10+	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ARMOR			TYPE			AC BONUS		
CHECK PENALTY		SPELL FAILURE		WEIGHT		MAX DEX BONUS		
SPECIAL PROPERTIES								
SHIELD								
AC BONUS			WEIGHT		CHECK PENALTY		SPELL FAILURE	
SPECIAL PROPERTIES								
PROTECTIVE ITEM			AC BONUS			MAGIC BONUS TYPE		
PROTECTIVE ITEM			AC BONUS			MAGIC BONUS TYPE		
PROTECTIVE ITEM			AC BONUS			MAGIC BONUS TYPE		
SAVING THROWS		BASE SAVE	ABILITY MOD	ITEM BONUS	OTHER BONUS	TOTAL	TEMP BONUS	TEMP TOTAL
FORTITUDE		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
NOTES:								

OFFENSE

ATTACK BONUSES	BASE ATTACK	ABILITY MOD	SIZE MOD	OTHER BONUS	ATTACK BONUS	TEMP BONUS	TEMP ATTACK	
MELEE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
RANGED	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
DEX MOD		MISC MOD		TOTAL		SPEED		
INITIATIVE		<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>		
WEAPON		TOTAL ATTACK BONUS			DAMAGE		CRITICAL	
RANGE INCR		WEIGHT		TYPE		SIZE		
WEAPON		TOTAL ATTACK BONUS			DAMAGE		CRITICAL	
RANGE INCR		WEIGHT		TYPE		SIZE		
SPECIAL PROPERTIES								
WEAPON								
RANGE INCR		WEIGHT		TYPE		SIZE		
SPECIAL PROPERTIES								
WEAPON								
RANGE INCR		WEIGHT		TYPE		SIZE		
SPECIAL PROPERTIES								
AMMUNITION								
AMMUNITION								

RESISTANCES	ITEM BONUS	OTHER BONUS	RESIST	TEMP BONUS	TEMP RESIST
ACID	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
COLD	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DISEASE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ELECTRIC	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
FIRE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
MAGIC	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
POISON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SONIC	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
NOTES:					

HEALTH

BASE HP	ITEM BONUSES	HIT POINTS	OTHER BONUSES	HIT POINTS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CURRENT HP				
TEMPORARY HP				

FEATS

- | | |
|---|--|
| <input type="checkbox"/> Alertness
<input type="checkbox"/> Ambidexterity
<input type="checkbox"/> Armor Proficiency (light)
<input type="checkbox"/> Armor Proficiency (medium)
<input type="checkbox"/> Armor Proficiency (heavy)
<input type="checkbox"/> Bash
<input type="checkbox"/> Beggar
<input type="checkbox"/> Blind-Fight
<input type="checkbox"/> Brutish
<input type="checkbox"/> Cleave
<input type="checkbox"/> Combat Casting
<input type="checkbox"/> Combat Reflexes
<input type="checkbox"/> Deflect Arrows
<input type="checkbox"/> Dodge
<input type="checkbox"/> Double Attack
<input type="checkbox"/> Dual Wield
<input type="checkbox"/> Endurance
<input type="checkbox"/> Enlarge Spell
<input type="checkbox"/> Extend Spell
<input type="checkbox"/> Far Shot
<input type="checkbox"/> Finishing Blow
<input type="checkbox"/> Great Cleave
<input type="checkbox"/> Great Fortitude
<input type="checkbox"/> Hand to Hand
<input type="checkbox"/> Healing Adept
<input type="checkbox"/> Heighten Spell
<input type="checkbox"/> Improved Bash
<input type="checkbox"/> Improved Critical
<input type="checkbox"/> Improved Dodge
<input type="checkbox"/> Improved Disarm
<input type="checkbox"/> Improved Hand to Hand
<input type="checkbox"/> Improved Healing
<input type="checkbox"/> Improved Initiative
<input type="checkbox"/> Improved Parry
<input type="checkbox"/> Improved Resistance
<input type="checkbox"/> Improved Slam
<input type="checkbox"/> Improved Trip
<input type="checkbox"/> Improved Two-Weapon Fightin
<input type="checkbox"/> Iron Will
<input type="checkbox"/> Leadership
<input type="checkbox"/> Lightning Reflexes
<input type="checkbox"/> Mental Clarity
<input type="checkbox"/> Mobility
<input type="checkbox"/> Mounted Archery
<input type="checkbox"/> Mounted Combat
<input type="checkbox"/> Mystic Capacity
<input type="checkbox"/> Parry
<input type="checkbox"/> Point Blank Shot
<input type="checkbox"/> Power Attack
<input type="checkbox"/> Precise Shot
<input type="checkbox"/> Quick Draw
<input type="checkbox"/> Quest Spell
<input type="checkbox"/> Quicken Spell
<input type="checkbox"/> Rapid Shot
<input type="checkbox"/> Resistance | <input type="checkbox"/> Ride-By Attack
<input type="checkbox"/> Riposte
<input type="checkbox"/> Run
<input type="checkbox"/> School Specialization (Abjuration)
<input type="checkbox"/> School Specialization (Alteration)
<input type="checkbox"/> School Specialization (Conjuration)
<input type="checkbox"/> School Specialization (Divination)
<input type="checkbox"/> School Specialization (Evocation)
<input type="checkbox"/> Shield Proficiency
<input type="checkbox"/> Shot on the Run
<input type="checkbox"/> Silent Spell
<input type="checkbox"/> Skill Talent (_____)
<input type="checkbox"/> Skill Talent (_____)
<input type="checkbox"/> Skill Talent (_____)
<input type="checkbox"/> Skill Talent (_____)
<input type="checkbox"/> Skill Talent (_____)
<input type="checkbox"/> Slam
<input type="checkbox"/> Spell Focus (Abjuration)
<input type="checkbox"/> Spell Focus (Alteration)
<input type="checkbox"/> Spell Focus (Conjuration)
<input type="checkbox"/> Spell Focus (Divination)
<input type="checkbox"/> Spell Focus (Evocation)
<input type="checkbox"/> Spirited Charge
<input type="checkbox"/> Spring Attack
<input type="checkbox"/> Still Spell
<input type="checkbox"/> Sunder
<input type="checkbox"/> Swift
<input type="checkbox"/> Toughened
<input type="checkbox"/> Track
<input type="checkbox"/> Trample
<input type="checkbox"/> Two-Weapon Fighting
<input type="checkbox"/> WP (Archery)
<input type="checkbox"/> WP (Hand to Hand)
<input type="checkbox"/> WP (One-Handed Blunt)
<input type="checkbox"/> WP (One-Handed Slashing)
<input type="checkbox"/> WP (Piercing)
<input type="checkbox"/> WP (Throwing)
<input type="checkbox"/> WP (Two-Handed Blunt)
<input type="checkbox"/> WP (Two-Handed Slashing)
<input type="checkbox"/> Weapon Finesse (_____)
<input type="checkbox"/> Weapon Finesse (_____)
<input type="checkbox"/> Weapon Finesse (_____)
<input type="checkbox"/> Weapon Finesse (_____)
<input type="checkbox"/> Weapon Finesse (_____)
<input type="checkbox"/> Weapon Focus (_____)
<input type="checkbox"/> Weapon Focus (_____)
<input type="checkbox"/> Weapon Focus (_____)
<input type="checkbox"/> Weapon Focus (_____)
<input type="checkbox"/> Wpn Specialization (_____)
<input type="checkbox"/> Wpn Specialization (_____)
<input type="checkbox"/> Wpn Specialization (_____)
<input type="checkbox"/> Wpn Specialization (_____)
<input type="checkbox"/> Wpn Specialization (_____)
<input type="checkbox"/> Whirlwind Attack |
|---|--|

RACIAL ABILITIES

CLASS ABILITIES

SKILLS

	ARMOR CHECK PENALTY =	WEIGHT PENALTY (-1 PER 5 LBS.) =				
CLASS SKILL	SKILL	KEY ABILITY	ABILITY MODIFIER	RANKS MODIFIER	MISC MODIFIER	TOTAL SKILL MODIFIER
<input type="checkbox"/>	Alcohol Tolerance	Con	+	+	=	
<input type="checkbox"/>	Animal Empathy ^T	Cha	+	+	=	
<input type="checkbox"/>	Appraise	Int	+	+	=	
<input type="checkbox"/>	Balance ^A	Dex	+	+	=	
<input type="checkbox"/>	Bluff ^L	Cha	+	+	=	
<input type="checkbox"/>	Channeling	Con	+	+	=	
<input type="checkbox"/>	Climb ^A	Str	+	+	=	
<input type="checkbox"/>	Diplomacy ^L	Cha	+	+	=	
<input type="checkbox"/>	Disable Device ^T	Int	+	+	=	
<input type="checkbox"/>	Disguise	Cha	+	+	=	
<input type="checkbox"/>	Escape Artist ^A	Dex	+	+	=	
<input type="checkbox"/>	Forgery ^L	Int	+	+	=	
<input type="checkbox"/>	Gather Information ^L	Cha	+	+	=	
<input type="checkbox"/>	Handle Animal ^T	Cha	+	+	=	
<input type="checkbox"/>	Heal	Wis	+	+	=	
<input type="checkbox"/>	Hide ^A	Dex	+	+	=	
<input type="checkbox"/>	Intimidate	Cha	+	+	=	
<input type="checkbox"/>	Jump ^A	Str	+	+	=	
<input type="checkbox"/>	Knowledge (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Knowledge (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Knowledge (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Knowledge (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Knowledge (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Language (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Language (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Language (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Language (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Language (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Listen	Wis	+	+	=	
<input type="checkbox"/>	Meditation ^T		+	+	=	
<input type="checkbox"/>	Perform	Cha	+	+	=	
<input type="checkbox"/>	Pick Lock ^T	Dex	+	+	=	
<input type="checkbox"/>	Pick Pocket ^{AT}	Dex	+	+	=	
<input type="checkbox"/>	Play Brass Instrument ^T	Con	+	+	=	
<input type="checkbox"/>	Play Percussion Instrur	Dex	+	+	=	
<input type="checkbox"/>	Play String Instrument	Dex	+	+	=	
<input type="checkbox"/>	Play Wind Instrument ^T	Dex	+	+	=	
<input type="checkbox"/>	Profession (_____) Wis	Wis	+	+	=	
<input type="checkbox"/>	Profession (_____) Wis	Wis	+	+	=	
<input type="checkbox"/>	Profession (_____) Wis	Wis	+	+	=	
<input type="checkbox"/>	Read Lips ^{TL}	Int	+	+	=	
<input type="checkbox"/>	Ride	Dex	+	+	=	
<input type="checkbox"/>	Safe Fall ^{AT}	Dex	+	+	=	
<input type="checkbox"/>	Search	Int	+	+	=	
<input type="checkbox"/>	Sense Heading ^T	Wis	+	+	=	
<input type="checkbox"/>	Sense Motive	Wis	+	+	=	
<input type="checkbox"/>	Sneak ^A	Dex	+	+	=	
<input type="checkbox"/>	Spellcraft ^T	Int	+	+	=	
<input type="checkbox"/>	Spot	Wis	+	+	=	
<input type="checkbox"/>	Swim ^W	Str	+	+	=	
<input type="checkbox"/>	Taunt	Cha	+	+	=	
<input type="checkbox"/>	Trade Skill (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Trade Skill (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Trade Skill (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Trade Skill (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Trade Skill (_____) Int	Int	+	+	=	
<input type="checkbox"/>	Tumble ^{AT}	Dex	+	+	=	
<input type="checkbox"/>	Undead Empathy ^T	Cha	+	+	=	
<input type="checkbox"/>	Use Rope	Dex	+	+	=	
<input type="checkbox"/>	Wilderness Lore	Wis	+	+	=	

