CHARACTER NAME | PLAYER

CLASS(es) / LEVEL(s) | GENDER | ALIGNMENT | DEITY

RACE | SIZE | AGE | HEIGHT | WEIGHT | EYES | HAIR

ABILITY NAME	ABILITY SCORE	MODIFIER	TEMP SCORE	MODIFIER
Str Strength				
Dex Dexterity				
Con Constitution				
Int Intelligence				
Wis Wisdom				
Cha Charisma				

HP Hit Points — WOUNDS — SUBDUAL DAMAGE

MOVEMENT

AC Armor Class = 10 + Armor Bonus + Shield Bonus + Dex Mod + Size Mod + Natural Armor + Misc Mod + Temp Mod

Arcane Spell Fail | Armor Check Penalty | Weight Penalty

Initiative Modifier = Dex Mod + Misc Mod

Base Attack Bonus

SAVING THROWS	TOTAL	Base	Ability	Items	Misc	Temp
Fortitude Constitution						
Reflex Dexterity						
Will Wisdom						

CONDITIONAL MODIFIERS

	TOTAL	Base Attack Bonus	Melee Mod	Size Mod	Temp. Mod	Misc Mod	Temp. Mod
Melee Attack Bonus							
Ranged Attack Bonus							

Ranged Attack Bonus: TOTAL = Base Attack Bonus + Ranged Mod + Size Mod + Temp. Mod + Misc Mod + Temp. Mod

Weapon

Total Attack Bonus	Damage	Critical

Range	Weight	Type	Size	Special Properties

Weapon

Total Attack Bonus	Damage	Critical

Range	Weight	Type	Size	Special Properties

Weapon

Total Attack Bonus	Damage	Critical

Range	Weight	Type	Size	Special Properties

Weapon

Total Attack Bonus	Damage	Critical

Range	Weight	Type	Size	Special Properties

Ranged Ammo

Total Attack Bonus	Damage	Critical

Range	Weight	Type	Size	Special Properties

Armor

Type	Armor Bonus	Max Dex Bonus

Check Penalty	Spell Fail	Speed	Weight	Special Properties

Shield

Type	Armor Bonus	Max Dex Bonus

Check Penalty	Spell Fail	Speed	Weight	Special Properties

Untrained Skills

Skill Name	Ability	Score	Ability	Ranks	Misc
© Alcohol Tolerance	CON				
© Appraise	INT				
© Balance*	DEX				
© Bluff ~	CHA				
© Climb*	STR				
© Diplomacy ~	CHA				
© Disguise	CHA				
© Escape Artist*	DEX				
© Forgery ~	INT				
© Gather Information ~	CHA				
© Heal	WIS				
© Hide*	DEX				
© Intimidate	CHA				
© Jump*	STR				
© Listen	WIS				
© Perform	CHA				
© Ride	DEX				
© Search	INT				
© Sense Motive	WIS				
© Sneak*	DEX				
© Spot	WIS				
© Swim**	STR				
© Taunt	CHA				
© Use Rope	DEX				
© Wilderness Lore	WIS				
© Channeling	CON				

Trained Skills

Resistances: Acid, Cold, Disease, Electricity, Fire, Magic, Poison, Sonic

Skills marked with © can be used normally even if the character has zero (0) skill ranks.
Skills marked with ~ are Language dependant
* ARMOR CHECK PENALTY, if any, applies. ** –1 per 5 lbs. of gear.

Experience:

CHARACTER NAME

CAMPAIGN

Gear

Item	Wt	Item	Wt

lb. (load)

Light Load | Medium Load | Heavy Load

Lift Over Head | Lift Off Ground | Push or Drag

Money

PP SP

GP CP

Languages

Class/Race Abilities / Feats:

Notes