

CHARACTER NAME _____ PLAYER _____

CLASS AND LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____



CAMPAIGN	
XP EXPERIENCE POINTS	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/ CURRENT HP	NONLETHAL DAMAGE
STR STRENGTH							
DEX DEXTERITY							
CON CONSTITUTION							
INT INTELLIGENCE							
WIS WISDOM							
CHA CHARISMA							

HP	AC	TOUCH	FLAT-FOOTED	DAMAGE REDUCTION	SPELL RESISTANCE	SPEED

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						

BASE ATTACK BONUS	INITIATIVE	TOTAL	ABILITY MODIFIER	MISC. MODIFIER

GRAPPLE	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	TYPE	SIZE	WEIGHT	SPECIAL PROPERTIES
AMMUNITION				

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	TYPE	SIZE	WEIGHT	SPECIAL PROPERTIES
AMMUNITION				

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	TYPE	SIZE	WEIGHT	SPECIAL PROPERTIES
AMMUNITION				

ARMOR	ARMOR BONUS	MAX DEX	CHECK PENALTY	
SPEED	SP. FAIL.	TYPE	WEIGHT	SPECIAL PROPERTIES

ARMOR	ARMOR BONUS	MAX DEX	CHECK PENALTY	
SPEED	SP. FAIL.	TYPE	WEIGHT	SPECIAL PROPERTIES

SKILLS						
CLASS	CROSS CLASS	MAX RANKS				
SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE*	INT				
<input type="checkbox"/>	BALANCE*	DEX*				
<input type="checkbox"/>	BLUFF*	CHA				
<input type="checkbox"/>	CLIMB*	STR*				
<input type="checkbox"/>	CONCENTRATION*	CON				
<input type="checkbox"/>	CRAFT*()	INT				
<input type="checkbox"/>	CRAFT*()	INT				
<input type="checkbox"/>	CRAFT*()	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY*	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE*	CHA				
<input type="checkbox"/>	ESCAPE ARTIST*	DEX*				
<input type="checkbox"/>	FORGERY*	INT				
<input type="checkbox"/>	GATHER INFORMATION*	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL*	WIS				
<input type="checkbox"/>	HIDE*	DEX*				
<input type="checkbox"/>	INTIMIDATE*	CHA				
<input type="checkbox"/>	JUMP*	STR*				
<input type="checkbox"/>	KNOWLEDGE()	INT				
<input type="checkbox"/>	KNOWLEDGE()	INT				
<input type="checkbox"/>	KNOWLEDGE()	INT				
<input type="checkbox"/>	KNOWLEDGE()	INT				
<input type="checkbox"/>	KNOWLEDGE()	INT				
<input type="checkbox"/>	KNOWLEDGE()	INT				
<input type="checkbox"/>	LISTEN*	WIS				
<input type="checkbox"/>	MOVE SILENTLY*	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM()	CHA				
<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"/>	SEARCH*	INT				
<input type="checkbox"/>	SENSE MOTIVE*	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT*	WIS				
<input type="checkbox"/>	SURVIVAL*	WIS				
<input type="checkbox"/>	SWIM*	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE*	DEX				
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						

