Character Name

Player Name

Appearance

Race | Deity

Class I Name | Class 2 Name | Class 3 Name | Class 4 Name

Hair Color | Hair Style

Alignment | Size | Age | Gender

Class I Level | Class 2 Level | Class 3 Level | Class 4 Level

Height | Weight | Skin Color | Eyes Color

	Ability Score	Ability Mod	Temp Score	Temp Mod	Special Mods & Misc. Notes
Strengh					
Dexterity					
Constitution					
Intelligence					
Wisdom					
Charisma					

Hit Points | Total | Wounds / Current HP | Nonleathal Damage

	Total	=	Base	+	Armor Bonus	+	Shield Bonus	+	Dex Mod	+	Size Mod	+	Natural Armor	+	Deflect Mod	+	Misc Mod
Armor Class		=		+		+		+		+		+		+		+	

Touch Armor | **Flat Footed**

Armor Penalty | **Spell Failure**

	Total	=	Base Attack	+	Ability Mod	+	Size Mod	+	Misc Mod	+	Temp Mod	+	Conditional Modifiers
Grapple		=		+		+		+		+		+	
Melee		=		+		+		+		+		+	
Ranged		=		+		+		+		+		+	

	Total	=	Base Save	+	Ability Mod	+	Magic Mod	+	Misc Mod	+	Temp Mod	+	Conditional Modifiers
Fortitude		=		+		+		+		+		+	
Reflex		=		+		+		+		+		+	
Will		=		+		+		+		+		+	

Initiative | **Speed**

Damage Red. | **Spell Resist.**

Armor / Protection

		Bonus	Penalty	Failure
Speed	Weight	MaxDex	Type	Special

Shield / Protection

		Bonus	Penalty	Failure
Weight		Special		

Weapon

	Attack	Damage	Critical
Range	Weight	Size	Type	Special

Ammunition:

Weapon

	Attack	Damage	Critical
Range	Weight	Size	Type	Special

Ammunition:

Weapon

	Attack	Damage	Critical
Range	Weight	Size	Type	Special

Ammunition:

Skills					
Skillname	Key	Total	Ability	Rank	Misc
Alchemy	Int	=	+	+	
Animal Empathy	Cha	=	+	+	
Appraise	Int	=	+	+	
Balance	Dex*	=	+	+	
Bluff	Cha	=	+	+	
Climb	Str*	=	+	+	
Concentration	Con	=	+	+	
Craft	Int	=	+	+	
Decipher Script	Int	=	+	+	
Diplomacy	Cha	=	+	+	
Disable Device	Int	=	+	+	
Disguise	Cha	=	+	+	
Escape Artist	Dex*	=	+	+	
Forgery	Int	=	+	+	
Gather Information	Cha	=	+	+	
Handle Animal	Cha	=	+	+	
Heal	Wis	=	+	+	
Hide	Dex*	=	+	+	
Innuendo	Wis	=	+	+	
Intimidate	Cha	=	+	+	
Intuit Direction	Wis	=	+	+	
Jump	Str*	=	+	+	
Knowledge (arcana)	Int	=	+	+	
Knowledge (religion)	Int	=	+	+	
Knowledge (nature)	Int	=	+	+	
Knowledge (general)	Int	=	+	+	
Listen	Wis	=	+	+	
Move Silently	Dex*	=	+	+	
Open Lock	Dex	=	+	+	
Perform	Cha	=	+	+	
Pick Pocket	Dex*	=	+	+	
Profession	Wis	=	+	+	
Read Lips	Int	=	+	+	
Ride	Dex	=	+	+	
Scry	Int	=	+	+	
Search	Int	=	+	+	
Sense Motive	Wis	=	+	+	
Speak Language	-	=	+	+	
Spellcraft	Int	=	+	+	
Spot	Wis	=	+	+	
Swim	Str*	=	+	+	
Tumble	Dex*	=	+	+	
Use Magic Device	Cha	=	+	+	
Use Rope	Dex	=	+	+	
Wilderness Lore	Wis	=	+	+	

Race Specials

Class Specials

Feats

Spells Class 1

	DC	Bonus	Cast / Known
0			/
1			/
2			/
3			/
4			/
5			/
6			/
7			/
8			/
9			/

Spells Class 2

	DC	Bonus	Cast / Known
0			/
1			/
2			/
3			/
4			/
5			/
6			/
7			/
8			/
9			/

Spells Class 3

	DC	Bonus	Cast / Known
0			/
1			/
2			/
3			/
4			/
5			/
6			/
7			/
8			/
9			/

Languages

Experience

SPELL LEVEL 0
SPELL LEVEL 1
SPELL LEVEL 2
SPELL LEVEL 3
SPELL LEVEL 4
SPELL LEVEL 5
SPELL LEVEL 6
SPELL LEVEL 7
SPELL LEVEL 8
SPELL LEVEL 9

Weapons & Armor

#	Name	Value	Weight

Goods

#	Name	Value	Weight

Protection	AC Bonus	Value	Weight	Special

Protection	AC Bonus	Value	Weight	Special

Protection	AC Bonus	Value	Weight	Special

Coin

Platinum	
Gold	
Silver	
Copper	

Wealth

Weapons & Armor	
Goods	
Coin	
Protection	
Total	

Weight

Weapons & Armor	
Goods	
Coin	
Protection	
Total	

Light Load	
Medium Load	
Heavy Load	
Swim Penaulty	

Lift over head	
Lift off ground	
Push or Drag	