



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		=	(CON)	+	+	+
Reflex		=	(DEX)	+	+	+
Willpower		=	(WIS)	+	+	+

	TOTAL	Base Attack Bonus	Ability Modifiers	Size	Miscellaneous Modifiers	Conditional Modifiers
Melee attack		=	(STR)	+	+	+
Ranged attack		=	(DEX)	+	+	+

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 ()			+	+	=

LANGUAGES	
Name	Literate (Y/N)

NATURAL ABILITIES/ PENALTIES

FEATS/ CLASS ABILITIES	Reason	Name
	1 st Level	
	3 rd Level	
	6 th Level	
	9 th Level	
	12 th Level	
	15 th Level	
	18 th Level	
	Class	
	Class	
	Class	
	Class	
	Class	
	Class	
	Racial	
	National	
	Other	
	Learned	
	Learned	
	Learned	
	Anti / Feat	
	Anti / Feat	
	Anti / Feat	

WEALTH	Item Description	Value
Platinum		
Gold		
Electrum		
Silver		
Copper		
Other		

EQUIPMENT	Item	Weight	Description/ Special Qualities
Head	-		
Torso	-		
Arms	-		
Hands	-		
R. Finger	-		
L. Finger	-		
Waist	-		
Legs	-		
Feet	-		
Back	-		
Neck	-		
Other	-		
Other	-		
Other	-		

SPELLS			
Spell Level	Spells per Day	Bonus Spells	Number of Spells Known
0			
1 st			
2 nd			
3 rd			
4 th			
5 th			
6 th			
7 th			
8 th			
9 th			

Ability which modifies these spells:

Spell Level	Spell List
1 st	
2 nd	
3 rd	
4 th	
5 th	
6 th	
7 th	
8 th	
9 th	

BACKGROUND INFORMATION	
Home Nation and/or City	-
Social Standing	-
Favored Class	-

