



PERSONAL INFO

Name: _____ Player: _____
 Race: _____ Religion: _____
 Alignment: _____ Template/Type: _____
 Age: _____ Weight: _____ Height: _____ Size: _____ Gender: _____

CLASSES

HD: _____	HD: _____	HD: _____	HD: _____	HD: _____	HD: _____	Total	
BSP: _____	BSP: _____	BSP: _____	BSP: _____	BSP: _____	BSP: _____		

Experience: _____ XP Penalty: _____ Next Level: _____

SAVING THROWS

	TOTAL	BASE	ABILITY	MISC	TEMP
Fortitude	_____	=	+ CON	+ _____	+ _____
Reflex	_____	=	+ DEX	+ _____	+ _____
Will	_____	=	+ WIS	+ _____	+ _____

Spell Resistance: _____ Power Resistance: _____
 Damage Reduction: _____

Notes: _____

ABILITIES

	ABILITY MODIFIER	TEMP MODIFIER
STR		
Strength		
DEX		
Dexterity		
CON		
Constitution		
INT		
Intelligence		
WIS		
Wisdom		
CHA		
Charisma		

ARMOR

AC

Base _____ +10 +
 Dexterity _____ +
 _____ +
 _____ +
 _____ +
 _____ +

Flat-footed: _____ vs. Touch Attacks: _____
 _____ : _____ : _____

Armor / Shield	AC Value	Max Dex	Check Penalty	Arcane Failure
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
Total: _____				

Notes: _____

HIT POINTS

HP [] Current []

Notes: _____

COMBAT

Ab.	MISC	SIZE	BASE	TOTAL	Ab.	MISC	SIZE	BASE	TOTAL	Ab.	MISC	Sz.M.	BASE	TOTAL
MELEE					RANGED					GRAPPLE				
1st = _____					1st = _____					1st = _____				
2nd = _____					2nd = _____					2nd = _____				
3rd = _____					3rd = _____					3rd = _____				
4th = _____					4th = _____					4th = _____				

Initiative: _____ 2-Hand Attack: _____ / _____ Speed: _____
 Notes: _____

WEAPONS

NAME	MODIFIED ATTACKS	MOD.	DAMAGE	CRITICAL	RANGE	Sz/TYPE
Unarmed Strike	/ / / / /					
	/ / / / /					
	/ / / / /					
	/ / / / /					
	/ / / / /					
	/ / / / /					
	/ / / / /					
	/ / / / /					
	/ / / / /					
	/ / / / /					
	/ / / / /					

Notes: _____

Ammunition:

SKILLS

SKILL NAME	CL.	TOTAL	RANK	ABILITY	MISC
◆ Appraise			=	+ INT	+ _____
◆ Balance			=	+ DEX	+ *
◆ Bluff			=	+ CHA	+ _____
◆ Climb			=	+ STR	+ *
◆ Concentration			=	+ CON	+ _____
◆ Craft (_____)			=	+ INT	+ _____
◆ 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	+ *
◆ Intimidate			=	+ CHA	+ _____
◆ Jump			=	+ STR	+ *
◆ Knowledge (_____)			=	+ INT	+ _____
◆ Knowledge (_____)			=	+ INT	+ _____
◆ Knowledge (_____)			=	+ INT	+ _____
◆ Knowledge (_____)			=	+ INT	+ _____
◆ Listen			=	+ WIS	+ _____
◆ Move Silently			=	+ DEX	+ *
◆ Open Lock			=	+ DEX	+ _____
◆ Perform (_____)			=	+ CHA	+ _____
◆ Perform (_____)			=	+ CHA	+ _____
◆ Profession (_____)			=	+ WIS	+ _____
◆ Profession (_____)			=	+ WIS	+ _____
◆ Ride			=	+ DEX	+ _____
◆ Search			=	+ INT	+ _____
◆ Sense Motive			=	+ WIS	+ _____
◆ Sleight of Hand			=	+ DEX	+ *
◆ Spellcraft			=	+ INT	+ _____
◆ Spot			=	+ WIS	+ _____
◆ Survival			=	+ WIS	+ _____
◆ Swim			=	+ STR	+ **
◆ Tumble			=	+ DEX	+ *
◆ Use Magic Device			=	+ CHA	+ _____
◆ Use Rope			=	+ DEX	+ _____
			=	+ _____	+ _____
			=	+ _____	+ _____
			=	+ _____	+ _____

Max. Rank: _____ / _____

◆ Untrained Skill * Armor Penalty ** Double Armor Penalty

LANGUAGES

Literacy:
