



CHARACTER NAME _____ PLAYER NAME _____ FACTION _____
 CLASS _____ SIZE _____ GENDER _____ ALIGNMENT _____ DEITY _____
 LEVEL _____ RACE _____ AGE _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	TOTAL	TEMP.	NON LETHAL	WOUNDS	ELEMENTAL RESISTANCE	DAMAGE REDUCTION
STR STRENGTH					HP HIT POINTS					
DEX DEXTERITY					AC ARMOR CLASS	10	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	NATURAL ARMOR
CON CONSTITUTION					TOUCH ARMOR CLASS				DEFLECT BONUS	DODGE BONUS
INT INTELLIGENCE					FLAT ARMOR CLASS				SIZE MODIFIER	MISC.
WIS WISDOM					INIT INITIATIVE					SPEED
CHA CHARISMA					MP MAGIC POINTS					

SR SPELL RESISTANCE	
SPELL FAIL ARCANE SPELL FAILURE	
CONCENTRATION CHECK BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						

CMB COMBAT MANEUVER BONUS	TOTAL	BAB	STR MOD	SIZE MOD	MISC. MOD	TEMP. MODIFIER	MISC. POINTS
CMD COMBAT MANEUVER DEFENSE		10					

MELEE ATTACK BONUS	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MOD	MISC. BONUS	TEMP. MODIFIER
RANGED ATTACK BONUS						

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

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RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

CLASS SKILL	SKILL NAME	KEY ABILITY	MAX RANKS:			
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. BONUS
	Acrobatics	Dex**	=		+	+
	Jump	Dex**	=		+	+
	Jump with running start	Dex**	=		+	+
	Appraise	Int ¹	=		+	+
	Bluff	Cha ¹	=		+	+
	Climb	Str**	=		+	+
	Craft (alchemy)	Int ¹	=		+	+
	Craft (ammunition)	Int ¹	=		+	+
	Craft (armor)	Int ¹	=		+	+
	Craft (bows)	Int ¹	=		+	+
	Craft (calligraphy)	Int ¹	=		+	+
	Craft (electronic)	Int ¹	=		+	+
	Craft (explosive)	Int ¹	=		+	+
	Craft (firearms)	Int ¹	=		+	+
	Craft (mechanical)	Int ¹	=		+	+
	Craft (structural)	Int ¹	=		+	+
	Craft (traps)	Int ¹	=		+	+
	Craft (weapons)	Int ¹	=		+	+
	Diplomacy	Cha ¹	=		+	+
	Disable Device	Dex*	=		+	+
	Disguise	Cha ¹	=		+	+
	Drive	Dex*	=		+	+
	Escape Artist	Dex**	=		+	+
	Fly	Dex**	=		+	+
	Handle Animal	Cha	=		+	+
	Heal	Wis ¹	=		+	+
	Intimidate	Cha ¹	=		+	+
	Knowledge (arcana)	Int	=		+	+
	Knowledge (dungeoneering)	Int	=		+	+
	Knowledge (engineering)	Int	=		+	+
	Knowledge (geography)	Int	=		+	+
	Knowledge (history)	Int	=		+	+
	Knowledge (local)	Int	=		+	+
	Knowledge (nature)	Int	=		+	+
	Knowledge (nobility)	Int	=		+	+
	Knowledge (planes)	Int	=		+	+
	Knowledge (religion)	Int	=		+	+
	Knowledge (technology)	Int	=		+	+
	Linguistics	Int	=		+	+
	Navigate	Int	=		+	+
	Perception	Wis ¹	=		+	+
	Perform (_____)	Cha ¹	=		+	+
	Perform (_____)	Cha ¹	=		+	+
	Perform (_____)	Cha ¹	=		+	+
	Pilot	Dex*	=		+	+
	Profession (_____)	Wis	=		+	+
	Profession (_____)	Wis	=		+	+
	Profession (_____)	Wis	=		+	+
	Repair	Int*	=		+	+
	Ride	Dex**	=		+	+
	Sense Motive	Wis ¹	=		+	+
	Sleight of Hand	Dex*	=		+	+
	Spellcraft	Int	=		+	+
	Stealth	Dex**	=		+	+
	Survival	Wis ¹	=		+	+
	Swim	Str**	=		+	+
	Use Magic Device	Cha	=		+	+
			=		+	+
			=		+	+

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with are class skills.
 * ARMOR CHECK PENALTY applies.

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES

Blank area for additional character information or special abilities.

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NOTES

Lined area for notes.

