FINAL FANTASY

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
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL	TEMP.	NON LETHAL	WOUNDS	ELEMENTAL RESISTANCE	DAMAGE REDUCTION
HP HIT POINTS						

AC ARMOR CLASS = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + NATURAL ARMOR + DEFLECT BONUS + DODGE BONUS + SIZE MODIFIER + MISC. | SPEED

TOUCH ARMOR CLASS

FLAT ARMOR CLASS

INIT INITIATIVE

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
FORTITUDE CONSTITUTION	=	+	+	+	
REFLEX DEXTERITY	=	+	+	+	
WILL WISDOM	=	+	+	+	

CONDITIONAL MODIFIERS

	TOTAL	BAB	STR MOD	SIZE MOD	MISC. MOD	TEMP. MODIFIER
CMB COMBAT MANEUVER BONUS	=	+	+	+	

MISC. POINTS

CMD COMBAT MANEUVER DEFENSE = 10 + BAB + STR MOD + DEX MOD + SIZE MOD + MISC. MOD + TEMP. MODIFIER

TOTAL BASE BAB STR MOD DEX MOD SIZE MOD MISC. MOD

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

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

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SKILLS
MAX RANKS:

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. BONUS
	Acrobatics	Dex*1		=		+		+	
	Jump	Dex*1		=		+		+	
	Jump with running start	Dex*1		=		+		+	
	Appraise	Int1		=		+		+	
	Bluff	Cha1		=		+		+	
	Climb	Str*1		=		+		+	
	Craft (alchemy)	Int1		=		+		+	
	Craft (ammunition)	Int1		=		+		+	
	Craft (armor)	Int1		=		+		+	
	Craft (bows)	Int1		=		+		+	
	Craft (calligraphy)	Int1		=		+		+	
	Craft (electronic)	Int1		=		+		+	
	Craft (explosive)	Int1		=		+		+	
	Craft (firearms)	Int1		=		+		+	
	Craft (mechanical)	Int1		=		+		+	
	Craft (structural)	Int1		=		+		+	
	Craft (traps)	Int1		=		+		+	
	Craft (weapons)	Int1		=		+		+	
	Diplomacy	Cha1		=		+		+	
	Disable Device	Dex*		=		+		+	
	Disguise	Cha1		=		+		+	
	Drive	Dex*		=		+		+	
	Escape Artist	Dex*1		=		+		+	
	Fly	Dex*1		=		+		+	
	Handle Animal	Cha		=		+		+	
	Heal	Wis1		=		+		+	
	Intimidate	Cha1		=		+		+	
	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	Wis1		=		+		+	
	Perform (_____)	Cha1		=		+		+	
	Perform (_____)	Cha1		=		+		+	
	Perform (_____)	Cha1		=		+		+	
	Pilot	Dex*		=		+		+	
	Profession (_____)	Wis		=		+		+	
	Profession (_____)	Wis		=		+		+	
	Profession (_____)	Wis		=		+		+	
	Repair	Int*		=		+		+	
	Ride	Dex*1		=		+		+	
	Sense Motive	Wis1		=		+		+	
	Sleight of Hand	Dex*		=		+		+	
	Spellcraft	Int		=		+		+	
	Stealth	Dex*1		=		+		+	
	Survival	Wis1		=		+		+	
	Swim	Str*1		=		+		+	
	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.

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

	SHIELD BONUS	MAX DEX	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	Wgt.	ITEM	Wgt.
		Magic Items Equipped by Slot	
		Belt/Waist Slot	
		Body Slot	
		Chest/Torso Slot	
		Eyes/Face Slot	
		Feet Slot	
		Hand Slot	
		Head Slot	
		Headband Slot	
		Neck Slot	
		Ring Slot (RH)	
		Ring Slot (LH)	
		Shoulder Slot	
		Wrist/Arm Slot	

ENCUMBRANCE

LIGHT LOAD	MED LOAD	HEAVY LOAD

LIFT OVER	LIFT OFF GROUND	PUSH DRAG

MONEY

EXPERIENCE / LEVEL

/

NOTES

LANGUAGES

SPECIAL ABILITIES

LIMIT BREAKS

SPELLS

CASTER LVL

SPELL SAVE

DC MOD

SPELL SAVE DC												
LEVEL	0	1	2	3	4	5	6	7	8	9	Magic Points
# of Spells Known											

SPELL RANGES

CLOSE RANGE	
25 feet + 5 feet / 2 levels	
MEDIUM RANGE	
100 feet + 10 feet / level	
LONG RANGE	
400 feet + 40 feet / level	

SPELL LIST

level	spell name	school	comp	cast time	range	duration	save	SR	description	ref

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES

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NOTES

OTHER POSSESSIONS

ITEM	Wgt.	ITEM	Wgt.	ITEM	Wgt.	ITEM	Wgt.