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						

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

MISC. POINTS

	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

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

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	Int[1]				
	Bluff	Cha[1]				
	Climb	Str*[1]				
	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*[1]				
	Fly	Dex*[1]				
	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*[1]				
	Sense Motive	Wis[1]				
	Sleight of Hand	Dex*				
	Spellcraft	Int				
	Stealth	Dex*[1]				
	Survival	Wis[1]				
	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

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES	ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES	NOTES

OTHER POSSESSIONS

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

NAME	TYPE	LEVEL (HD)	SIZE	ALIGNMENT	GENDER	HEIGHT	WEIGHT	AGE	SOURCE

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL	TEMP.	WOUNDS	NON-LETHAL DAMAGE	LAND	CLIMB	SWIM	BURROW	FLY	ENERGY RESISTANCE
HP HIT POINTS										

AC ARMOR CLASS: TOTAL [ ] = 10 + ARMOR BONUS [ ] + NATURAL ARMOR [ ] + DEX MODIFIER [ ] + SIZE MODIFIER [ ] + DODGE BONUS [ ] + DEFLECT BONUS [ ] + MISC. BONUS [ ]

ARMOR CHECK PENALTY [ ] DAMAGE REDUCTION [ ]

TOUCH ARMOR CLASS		SR SPELL RESISTANCE	
FLAT ARMOR CLASS		SPACE	
		REACH	

SAVING THROWS	TOTAL	TEMP. MODIFIER		TOTAL	TEMP. MODIFIER		TOTAL	TEMP. MODIFIER
FORTITUDE CONSTITUTION			BAB BASE ATTACK BONUS			MELEE ATTACK BONUS		
REFLEX DEXTERITY			CMB MANEUVER BONUS			RANGED ATTACK BONUS		
WILL WISDOM			CMD MANEUVER DEFENSE			INITIATIVE		

SKILLS

MAX RANKS: [ ]

CLASS SKILLS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. BONUS
☒	Acrobatics	Dex *		=		+		+	
☒	Climb	Str *		=		+		+	
	Escape Artist	Dex *		=		+		+	
☒	Fly	Dex *		=		+		+	
	Intimidate	Cha		=		+		+	
☒	Perception	Wis		=		+		+	
☒	Stealth	Dex *		=		+		+	
	Survival	Wis		=		+		+	
☒	Swim	Str *		=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	

Skill ranks cannot be greater than HD.
Skills marked with ☒ are class skills.
* ARMOR CHECK PENALTY applies.

PRIMARY

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

SPECIAL PROPERTIES

AMMUNITION [ ]

SECONDARY

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

SPECIAL PROPERTIES

AMMUNITION [ ]

TERTIARY

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

SPECIAL PROPERTIES

AMMUNITION [ ]

PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

ANIMAL COMPANION QUALITIES

GEAR

ITEMS	Wgt.	ITEMS	Wgt.
TOTAL WEIGHT		GEAR WEIGHT	

NOTES

ENCUMBRANCE

LIGHT LOAD	MED LOAD	HEAVY LOAD
LIFT OVER	LIFT OFF GROUND	PUSH DRAG

SPECIAL ABILITIES

NAME	TYPE	HD	SIZE	ALIGNMENT	GENDER	HEIGHT	WEIGHT	AGE	SOURCE

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL	TEMP.	WOUNDS	NON-LETHAL DAMAGE	LAND	CLIMB	SWIM	BURROW	FLY	ENERGY RESISTANCE
HP HIT POINTS										

AC ARMOR CLASS: TOTAL = 10 + ARMOR BONUS + NATURAL ARMOR + DEX MODIFIER + SIZE MODIFIER + DODGE BONUS + DEFLECT BONUS + MISC. BONUS + ARMOR CHECK PENALTY

DAMAGE REDUCTION

TOUCH ARMOR CLASS		SR SPELL RESISTANCE	
FLAT ARMOR CLASS		SPACE	
		REACH	

SAVING THROWS	TOTAL	TEMP. MODIFIER		TOTAL	TEMP. MODIFIER		TOTAL	TEMP. MODIFIER
FORTITUDE CONSTITUTION			BAB BASE ATTACK BONUS			MELEE ATTACK BONUS		
REFLEX DEXTERITY			CMB MANEUVER BONUS			RANGED ATTACK BONUS		
WILL WISDOM			CMD MANEUVER DEFENSE			INITIATIVE		

PRIMARY

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

SPECIAL PROPERTIES

AMMUNITION

SECONDARY

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

SPECIAL PROPERTIES

AMMUNITION

TERTIARY

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

SPECIAL PROPERTIES

AMMUNITION

PROTECTIVE ITEM

TYPE	ARMOR BONUS	MAX DEX BONUS

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

FAMILIAR SPECIAL QUALITIES

SKILLS

MAX RANKS:

CLASS SKILLS	SKILL NAME	KEY ABILITY	SKILL MODIFIER =	ABILITY MODIFIER +	RANKS +	MISC. BONUS
☒	Acrobatics	Dex *	=	+	+	
	Appraise	Int	=	+	+	
	Bluff	Cha	=	+	+	
☒	Climb	Str *	=	+	+	
	Diplomacy	Cha	=	+	+	
	Disable Device	Dex *	=	+	+	
	Disguise	Cha	=	+	+	
	Escape Artist	Dex *	=	+	+	
☒	Fly	Dex *	=	+	+	
	Handle Animal	Cha	=	+	+	
	Heal	Wis	=	+	+	
	Intimidate	Cha	=	+	+	
	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	=	+	+	
	Linguistics	Int	=	+	+	
☒	Perception	Wis	=	+	+	
	Ride	Dex *	=	+	+	
	Sense Motive	Wis	=	+	+	
	Sleight of Hand	Dex *	=	+	+	
	Spellcraft	Int	=	+	+	
☒	Stealth	Dex *	=	+	+	
	Survival	Wis	=	+	+	
☒	Swim	Str *	=	+	+	
	Use Magic Device	Cha	=	+	+	
			=	+	+	
			=	+	+	
			=	+	+	

Skill ranks cannot be greater than HD.
Skills marked with ☒ are class skills.
* ARMOR CHECK PENALTY applies.

GEAR

ITEMS	Wgt.	ITEMS	Wgt.

TOTAL WEIGHT | GEAR WEIGHT

NOTES

ENCUMBRANCE

LIGHT LOAD	MED LOAD	HEAVY LOAD
LIFT OVER	LIFT OFF GROUND	PUSH DRAG