character name _____ player _____

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

PERSONAL INFORMATION

class _____ level _____

race _____ size _____

alignment _____ gender _____

loyalty _____ age _____

hair _____ eyes _____

Height / Weight _____

SAVING THROWS	TOTAL	CLASS BASE	CLASS BASE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER
FORTITUDE (constitution)							
REFLEX (dexterity)							
WILL (wisdom)							

conditional modifiers

BASE ATTACK ROLLS	TOTAL	BASE ATTACK BONUS (BAB)	ABILITY MODIFIER
MELEE (strength)			
RANGED (dexterity)			

other modifiers

	TOTAL	BAB	STRENGTH	SIZE	MAGIC	MISC	TEMP
CMB (combat man. bonus)							
CMD (combat man. defense)							10

other modifiers

ARMOUR

TOTAL	10	ARMOUR	DEX	SIZE	MISC	MISC	MISC	MISC	SHIELD

ARMOUR (primary)

MAX DEX	ARMOUR CLASS	CHK	SPELL	WEIGHT	NOTES

ARMOUR (secondary)

MAX DEX	ARMOUR CLASS	CHK	SPELL	WEIGHT	NOTES

Flat Footed (No Dex) _____ **Vs Touch Attacks** (No Armour) _____

ATTACK ROLLS

WEAPON	BASE ATTACK ROLL	BONUS	BONUS	BASE DAMAGE	BONUS	ABILITY

AMMO ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

INTV (dexterity) TOTAL = ABILITY + MISC + MISC

SPEED (sq / turn) BASE ARMOUR RUN SPRINT

	Class Skill	Use Untrained ?	Armour Check		RANKS	CLASS	TOTAL
Acrobatics	☐	■	ϕ	Dex			
Appraise	☐	■		Int			
Bluff	☐	■		Cha			
Climb	☐	■	ϕ	Str			
Craft (_____)	☐	■		Int			
Craft (_____)	☐	■		Int			
Craft (_____)	☐	■		Int			
Diplomacy	☐	■		Cha			
Disable Device	☐		ϕ	Dex			
Disguise	☐	■		Cha			
Escape Artist	☐	■	ϕ	Dex			
Fly	☐	■	ϕ	Dex			
Handle Animal	☐			Cha			
Heal	☐	■		Wis			
Intimidate	☐	■		Cha			
Knowledge:Arcana	☐			Int			
Knowledge:Dungeoneer	☐			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			
Perform (_____)	☐	■		Cha			
Perform (_____)	☐	■		Cha			
Profession (_____)	☐			Wis			
Profession (_____)	☐			Wis			
Ride	☐	■	ϕ	Dex			
Sense Motive	☐	■		Wis			
Sleight of Hand	☐		ϕ	Dex			
Spellcraft	☐			Int			
Stealth	☐	■	ϕ	Dex			
Survival	☐	■		Wis			
Swim	☐	■	ϕ	Str			
Use Magic Device	☐			Cha			

MAX SKILL RANKS = LEVEL; CLASS SKILLS GAIN +3

d HIT DICE _____ TOTAL HITS _____

CURRENT HITS

FEATS

LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
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LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)

SPELLS

SPELL RESISTANCE	SPELL SAVE	SPELL FAILURE

SPELLS PER DAY

0	BASE	STAT	DIVINE	TOTAL
1	BASE	STAT	DIVINE	TOTAL
2	BASE	STAT	DIVINE	TOTAL
3	BASE	STAT	DIVINE	TOTAL
4	BASE	STAT	DIVINE	TOTAL
5	BASE	STAT	DIVINE	TOTAL
6	BASE	STAT	DIVINE	TOTAL
7	BASE	STAT	DIVINE	TOTAL
8	BASE	STAT	DIVINE	TOTAL
9	BASE	STAT	DIVINE	TOTAL

OTHER ABILITIES

MONEY

LANGUAGES

GEAR

WEAPONS

WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES