

character name

Parzival

player

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	PERSONAL INFORMATION			
STR strength	14	+2			class	Cleric	level	4
DEX dexterity	14	+2			race	Human	size	M
CON constitution	10				alignment	NG	gender	Male
INT intelligence	8	-1			loyalty	Pharasma	age	17
WIS wisdom	17	+3			hair	Blonde and shaggy	eyes	Blue
CHA charisma	15	+2			Height / Weight 5'9" 175lbs			

SAVING THROWS

	TOTAL	CLASS	BASE	BASE	MODIFIER	MAGIC	MISC	TEMP	
FORTITUDE (constitution)									conditional modifiers
REFLEX (dexterity)									
WILL (wisdom)									

BASE ATTACK ROLLS

	TOTAL	BASE	ATTACK BONUS (BAB)	MODIFIER	
MELEE (strength)					other modifiers
RANGED (dexterity)					

	TOTAL	BAB	STRENGTH	SIZE	MAGIC	MISC	TEMP	
CMB (combat man, bonus)								other modifiers
CMD (combat man, defense)								

+ 10

ARMOUR

TOTAL		ARMOUR	DEX	SIZE	MISC	MISC	MISC	MISC	SHIELD
10	+								

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)

SPEED (sq / turn)

BASE

ARMOUR

RUN

SPRINT



	Class Skill	Use Untrained ?	Armour Check		RANKS	CLASS	TOTAL
Acrobatics	☐	☐	☐	Dex	2		2
Appraise	☒	☐	☐	Int	-1		-1
Bluff	☐	☐	☐	Cha	2		2
Climb	☐	☐	☐	Str	2		2
Craft ()	☒	☐	☐	Int	-1		-1
Craft ()	☒	☐	☐	Int	-1		-1
Craft ()	☒	☐	☐	Int	-1		-1
Diplomacy	☒	☐	☐	Cha	2		2
Disable Device	☐	☐	☐	Dex	2		
Disguise	☐	☐	☐	Cha	2		2
Escape Artist	☐	☐	☐	Dex	2		2
Fly	☐	☐	☐	Dex	2		2
Handle Animal	☒	☐	☐	Cha	2		
Heal	☒	☐	☐	Wis	3	3	+3 9
Intimidate	☐	☐	☐	Cha	2		2
Knowledge:Arcana	☐	☐	☐	Int	-1		
Knowledge:Dungeoneer	☐	☐	☐	Int	-1		
Knowledge:Engineering	☐	☐	☐	Int	-1		
Knowledge:Geography	☐	☐	☐	Int	-1		
Knowledge:History	☒	☐	☐	Int	-1		
Knowledge:Local()	☐	☐	☐	Int	-1		
Knowledge:Nature	☐	☐	☐	Int	-1		
Knowledge:Nobility	☒	☐	☐	Int	-1		
Knowledge:Planes	☒	☐	☐	Int	-1	1	+3 3
Knowledge:Religion	☒	☐	☐	Int	-1	1	+3 3
Linguistics	☒	☐	☐	Int	-1		
Perception	☐	☐	☐	Wis	3	2	5
Perform ()	☐	☐	☐	Cha	2		2
Perform ()	☐	☐	☐	Cha	2		2
Profession ()	☒	☐	☐	Wis	3		
Profession ()	☒	☐	☐	Wis	3		
Ride	☐	☐	☐	Dex	2		2
Sense Motive	☒	☐	☐	Wis	3	1	+3 7
Sleight of Hand	☐	☐	☐	Dex	2		
Spellcraft	☒	☐	☐	Int	-1	2	+3 4
Stealth	☐	☐	☐	Dex	2		2
Survival	☐	☐	☐	Wis	3		3
Swim	☐	☐	☐	Str	2		2
Use Magic Device	☐	☐	☐	Cha	2	2	4

MAX SKILL RANKS = LEVEL; CLASS SKILLS GAIN +3

d8	22		
HIT DICE	TOTAL HITS		
CURRENT HITS			

FEATS

LEVEL	NAME (NOTES)
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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
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