

player

| ABILITIES                  | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER | PERSONAL INFORMATION |
|----------------------------|---------------|------------------|------------|---------------|----------------------|
| <b>STR</b><br>strength     | 10            |                  |            |               | class                |
| <b>DEX</b><br>dexterity    | 10            |                  |            |               | level                |
| <b>CON</b><br>constitution | 10            |                  |            |               | size                 |
| <b>INT</b><br>intelligence | 11            |                  |            |               | M                    |
| <b>WIS</b><br>wisdom       | 11            |                  |            |               | alignment            |
| <b>CHA</b><br>charisma     | 11            |                  |            |               | gender               |
|                            |               |                  |            |               | age                  |
|                            |               |                  |            |               | loyalty              |
|                            |               |                  |            |               | hair                 |
|                            |               |                  |            |               | eyes                 |
|                            |               |                  |            |               | Height / Weight      |

| SAVING THROWS                      | TOTAL | BASE | BASE | MODIFIER | MODIFIER | MODIFIER | MODIFIER |                       |
|------------------------------------|-------|------|------|----------|----------|----------|----------|-----------------------|
| <b>FORTITUDE</b><br>(constitution) |       |      |      |          |          |          |          | conditional modifiers |
| <b>REFLEX</b><br>(dexterity)       |       |      |      |          |          |          |          |                       |
| <b>WILL</b><br>(wisdom)            |       |      |      |          |          |          |          |                       |

| BASE ATTACK ROLLS            |  | TOTAL | BASE ATTACK BONUS (BAB) | MODIFIER |                 |
|------------------------------|--|-------|-------------------------|----------|-----------------|
| <b>MELEE</b><br>(strength)   |  |       |                         |          | other modifiers |
| <b>RANGED</b><br>(dexterity) |  |       |                         |          |                 |

|                                     |       |   |     |   |          |   |           |   |      |   |       |   |      |   |  |   |  |                 |
|-------------------------------------|-------|---|-----|---|----------|---|-----------|---|------|---|-------|---|------|---|--|---|--|-----------------|
| <b>CMB</b><br>(combat man. bonus)   |       | + |     | + |          | + |           | + |      | + |       | + |      | + |  | + |  | other modifiers |
| <b>CMD</b><br>(combat man. defense) |       | + |     | + |          | + |           | + |      | + |       | + |      | + |  | + |  | <b>10</b>       |
|                                     | TOTAL |   | BAB |   | STRENGTH |   | DEXTERITY |   | SIZE |   | MAGIC |   | MISC |   |  |   |  |                 |

| <div> <div>ARMOUR</div> <div>(primary)</div> </div> |              |     |       |        |       |
|-----------------------------------------------------|--------------|-----|-------|--------|-------|
| MAX DEX                                             | ARMOUR CLASS | CHK | SPELL | WEIGHT | NOTES |

| <div> <div>ARMOUR</div> <div>(secondary)</div> </div> |              |     |       |        |       |
|-------------------------------------------------------|--------------|-----|-------|--------|-------|
| MAX DEX                                               | ARMOUR CLASS | CHK | SPELL | WEIGHT | NOTES |
|                                                       |              |     |       |        |       |

| Flat Footed<br>(No Dex) |  | Vs Touch Attacks<br>(No Armour) |  |
|-------------------------|--|---------------------------------|--|
|-------------------------|--|---------------------------------|--|

## ATTACK ROLLS

| WEAPON | BASE ATTACK ROLL | BONUS | BONUS | BASE DAMAGE | BONUS | ABILITY |
|--------|------------------|-------|-------|-------------|-------|---------|
|--------|------------------|-------|-------|-------------|-------|---------|

| WEAPON | BASE ATTACK ROLL | BONUS | BONUS | BASE DAMAGE | BONUS | ABILITY |
|--------|------------------|-------|-------|-------------|-------|---------|
|--------|------------------|-------|-------|-------------|-------|---------|

| WEAPON | BASE ATTACK ROLL | BONUS | BONUS | BASE DAMAGE | BONUS | ABILITY |
|--------|------------------|-------|-------|-------------|-------|---------|
|--------|------------------|-------|-------|-------------|-------|---------|

| WEAPON | BASE ATTACK ROLL | BONUS | BONUS | BASE DAMAGE | BONUS | ABILITY |
|--------|------------------|-------|-------|-------------|-------|---------|
|--------|------------------|-------|-------|-------------|-------|---------|

| WEAPON | BASE ATTACK ROLL | BONUS | BONUS | BASE DAMAGE | BONUS | ABILITY |
|--------|------------------|-------|-------|-------------|-------|---------|
|--------|------------------|-------|-------|-------------|-------|---------|

|        |  |                  |       |       |             |       |         |
|--------|--|------------------|-------|-------|-------------|-------|---------|
| WEAPON |  | BASE ATTACK ROLL | BONUS | BONUS | BASE DAMAGE | BONUS | ABILITY |
|--------|--|------------------|-------|-------|-------------|-------|---------|

|        |  |                  |       |       |             |       |         |
|--------|--|------------------|-------|-------|-------------|-------|---------|
| WEAPON |  | BASE ATTACK ROLL | BONUS | BONUS | BASE DAMAGE | BONUS | ABILITY |
|--------|--|------------------|-------|-------|-------------|-------|---------|

**AMMO**

|                            |       |   |         |   |      |   |      |                             |      |        |     |        |
|----------------------------|-------|---|---------|---|------|---|------|-----------------------------|------|--------|-----|--------|
| <b>INTV</b><br>(dexterity) |       | = |         | + |      | + |      | <b>SPEED</b><br>(sq / turn) |      |        |     |        |
|                            | TOTAL |   | ABILITY |   | MISC |   | MISC |                             | BASE | ARMOUR | RUN | SPRINT |



|              |          |            |  |  |
|--------------|----------|------------|--|--|
| $d$          | HIT DICE | TOTAL HITS |  |  |
|              |          |            |  |  |
| CURRENT HITS |          |            |  |  |

FEATS

|       |              |
|-------|--------------|
| LEVEL | NAME (NOTES) |
| LEVEL | NAME (NOTES) |
| LEVEL | NAME (NOTES) |
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OTHER ABILITIES

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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 |

MONEY

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LANGUAGES

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GEAR

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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 |