

Character Name: \_\_\_\_\_

Race: \_\_\_\_\_

Sex: \_\_\_\_\_ Age: \_\_\_\_\_ Hair: \_\_\_\_\_

Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Eyes: \_\_\_\_\_

Class: \_\_\_\_\_

Alignment: \_\_\_\_\_ Level: \_\_\_\_\_

Skin/Hide (color, markings, etc.): \_\_\_\_\_



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> strength				
<b>DEX</b> dexterity				
<b>CON</b> constitution				
<b>INT</b> intelligence				
<b>WIS</b> wisdom				
<b>CHA</b> charisma				

**HP** hit points:  TOTAL

**WOUNDS / CURRENT HP**

**SUBDUAL DAMAGE**

**HIT DIE TYPE**

**AC** armor class:  = 10 +  (ARMOR BONUS) +  (SHIELD BONUS) +  (DEX MODIFIER) +  (SIZE MODIFIER) +  (NATURAL ARMOR) +  (MISC. MODIFIER)

**INITIATIVE** modifier:  =  (DEX MODIFIER) +  (MISC. MODIFIER)

**BASE ATTACK** bonus:

**DAMAGE REDUCTION**

**SPEED**

**MISC. MODIFIERS:** MISS CHANCE  ARCANE SPELL FAILURE  ARMOR CHECK PENALTY  SPELL RESISTANCE

**MELEE** attack bonus:  TOTAL =  (BASE ATTACK BONUS) +  (STR MODIFIER) +  (SIZE MODIFIER) +  (MISC. MODIFIER) +  (TEMP. MODIFIER)

**RANGED** attack bonus:  TOTAL =  (BASE ATTACK BONUS) +  (DEX MODIFIER) +  (SIZE MODIFIER) +  (MISC. MODIFIER) +  (TEMP. MODIFIER)

**SAVING THROWS**

**FORTITUDE** (constitution):  TOTAL =  (BASE SAVE) +  (ABILITY MODIFIER) +  (MAGIC MODIFIER) +  (MISC. MODIFIER) +  (TEMP. MODIFIER)

**REFLEX** (dexterity):  TOTAL =  (BASE SAVE) +  (ABILITY MODIFIER) +  (MAGIC MODIFIER) +  (MISC. MODIFIER) +  (TEMP. MODIFIER)

**WILL** (wisdom):  TOTAL =  (BASE SAVE) +  (ABILITY MODIFIER) +  (MAGIC MODIFIER) +  (MISC. MODIFIER) +  (TEMP. MODIFIER)

Conditional Modifiers:

**WEIGHT** lifting / moving

LIGHT LOAD  MEDIUM LOAD  HEAVY LOAD

LIFT OVER HEAD (max load)  LIFT OFF GROUND (2x max load)  PUSH OR DRAG (5x max load)

**LANGUAGES**

Initial languages = Common + racial languages + INT bonus

Each additional language (Speak Language) =  skill points

**MONEY**

GEMS & ART	MOONS	DRAGONS	STARS	LANTERNS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**CLOTHING & GEAR**

**CROSSCLASS SKILLS**

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/> Alchemy	int	=	=	+	+
<input type="checkbox"/> Animal empathy	cha	=	=	+	+
<input type="checkbox"/> Appraise ■	int	=	=	+	+
<input type="checkbox"/> Balance ■	dex*	=	=	+	+
<input type="checkbox"/> Bluff ■	cha	=	=	+	+
<input type="checkbox"/> Climb ■	str*	=	=	+	+
<input type="checkbox"/> Concentration ■	con	=	=	+	+
<input type="checkbox"/> Craft ■ ( )	int	=	=	+	+
<input type="checkbox"/> Craft ■ ( )	int	=	=	+	+
<input type="checkbox"/> Craft ■ ( )	int	=	=	+	+
<input type="checkbox"/> Decipher Script	int	=	=	+	+
<input type="checkbox"/> Diplomacy ■	cha	=	=	+	+
<input type="checkbox"/> Disable Device	int	=	=	+	+
<input type="checkbox"/> Disguise ■	cha	=	=	+	+
<input type="checkbox"/> Escape Artist ■	dex*	=	=	+	+
<input type="checkbox"/> Forgery ■	int	=	=	+	+
<input type="checkbox"/> Gather Information ■	cha	=	=	+	+
<input type="checkbox"/> Handle Animal	cha	=	=	+	+
<input type="checkbox"/> Heal ■	wis	=	=	+	+
<input type="checkbox"/> Hide ■	dex*	=	=	+	+
<input type="checkbox"/> Innuendo	wis	=	=	+	+
<input type="checkbox"/> Intimidate ■	cha	=	=	+	+
<input type="checkbox"/> Intuit Direction	wis	=	=	+	+
<input type="checkbox"/> Jump ■	str*	=	=	+	+
<input type="checkbox"/> Knowledge (arcana)	int	=	=	+	+
<input type="checkbox"/> Knowledge (architecture & engineering)	int	=	=	+	+
<input type="checkbox"/> Knowledge (geography)	int	=	=	+	+
<input type="checkbox"/> Knowledge (history)	int	=	=	+	+
<input type="checkbox"/> Knowledge (local)	int	=	=	+	+
<input type="checkbox"/> Knowledge (nature)	int	=	=	+	+
<input type="checkbox"/> Knowledge (nobility & royalty)	int	=	=	+	+
<input type="checkbox"/> Knowledge (the planes)	int	=	=	+	+
<input type="checkbox"/> Knowledge (religion)	int	=	=	+	+
<input type="checkbox"/> Listen ■	int	=	=	+	+
<input type="checkbox"/> Move Silently ■	dex*	=	=	+	+
<input type="checkbox"/> Open Lock	dex	=	=	+	+
<input type="checkbox"/> Perform ■ ( )	( )	=	=	+	+
<input type="checkbox"/> Pick Pocket	dex*	=	=	+	+
<input type="checkbox"/> Profession ( )	wis	=	=	+	+
<input type="checkbox"/> Read Lips	int	=	=	+	+
<input type="checkbox"/> Ride ■ ( )	dex	=	=	+	+
<input type="checkbox"/> Scry ■	int	=	=	+	+
<input type="checkbox"/> Search ■	int	=	=	+	+
<input type="checkbox"/> Sense Motive ■	wis	=	=	+	+
<input type="checkbox"/> Spellcraft	int	=	=	+	+
<input type="checkbox"/> Spot ■	wis	=	=	+	+
<input type="checkbox"/> Swim ■	str**	=	=	+	+
<input type="checkbox"/> Tumble	dex*	=	=	+	+
<input type="checkbox"/> Use Magic Device	cha	=	=	+	+
<input type="checkbox"/> Use Rope ■	dex	=	=	+	+
<input type="checkbox"/> Wilderness Lore ■	wis	=	=	+	+
<input type="checkbox"/>		=	=	+	+

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with □ are cross-class skills. \*armor check penalty, if any, applies. \*\* -1 per 5 lb. of gear.