Character: _____ Alignment: _____ Patron: _____ Level: _____

Race: _____ Sex: _____ Handedness: _____

Class: _____ Age: _____ Hair: _____ Eyes: _____

Experience Points:

SCORE	MOD	
.		STRength
.		DEXterity
.		CONstitution
.		INTelligence
.		WISdom
.		CHArisma

MOVE/Encumbrance

Base Rate	
Current Rate	
Run (x)	
Medium Load	Heavy Load

SAVING THROWS

TOTAL		CLASS	ABILITY	MISC	MAGIC	
	FORTitude					SPELL RESISTANCE
	REFlex	=				
	WILL					DAMAGE REDUCTION

Notes: _____

AC = 10 +

Armor	Shield	Dexterity	Size	Natural	Deflection	Misc	Dodge Modifiers

FLAT FOOTED / VERSUS TOUCH

	AC Bonus	Max Dexterity	Check Penalty	Spell Failure	Weight	Speed
Armor Type:						
Shield Type:						
Misc Type:						
Misc Type:						

First Level Skills / Skills Per level

CURRENT HIT POINTS

FULL	HD TYPE	CON

INI

	BASE ATTACK BONUS								
	/	/	/						
GRAPPLE	/	/	/	=	STR	+	SIZE	+	MISC
RANGED	/	/	/	=	DEX	+	SIZE	+	MISC

Temporary Attack Modifiers

WEAPON	RANGE/ REACH	ATTACK BONUS	DAMAGE	CRITICAL

Notes: _____

Notes: _____

Notes: _____

Notes: _____

Notes: _____

Notes: _____

SKILLS

	UNTRAINED	TOTAL	RANKS	ABILITY	KEY	MISC
☐ Appraise					INT	
☐ Balance					DEX	
☐ Bluff					CHA	
☐ Climb					STR	
☐ Concentration					CON	
☐ Craft:					INT	
☐ Diplomacy					CHA	
☐ Disguise					CHA	
☐ Escape Artist					DEX	
☐ Forgery					INT	
☐ Gather Information					CHA	
☐ Heal					WIS	
☐ Hide					DEX	
☐ Intimidate					CHA	
☐ Jump					STR	
☐ Listen					WIS	
☐ Listen					WIS	
☐ Move Silently					DEX	
☐ Perform					CHA	
☐ Ride					DEX	
☐ Search					INT	
☐ Sense Motive					WIS	
☐ Spot					WIS	
☐ Survival					WIS	
☐ Swim					STR	

AMMUNITION

Amount: _____

Amount: _____

Amount: _____

	TRAINED SKILLS	TOTAL	RANKS	ABILITY	KEY	MISC
☐						
☐						
☐						
☐						
☐						
☐						

Magic Items

Feats & Special Abilities

SPELL LEVEL	0	1	2	3	4	5	6	7	8	9
SPELLS KNOWN										
SPELLS PER DAY										
BONUS SPELLS										
DC TO RESIST										

SCHOOLS, DOMAINS, NOTES

Languages

GEAR

POSSESSIONS

PLATIN	GOLD	SILVER	COPPER