

**CHARACTER  
PLAYER  
CLASS  
LEVEL  
RACE  
DEITY**

**XP  
SIZE**

AGE:                      HEIGHT:                      HAIR:  
GENDER:                      WEIGHT:                      EYES:

ABILITIES	SCORE	MOD	TEMP. SCORE	TEMP. MOD
STR				
DEX				
CON				
INT				
WIS				
CHA				

HIT POINTS	
WOUNDS / CURRENT HP	
NONLETHAL DAMAGE	
TEMP HP	DAMAGE REDUCTION
SAVES	
	BASE SAVE    ABILITY MOD    MAGIC MOD    MISC. MOD    TEMP. MOD
FORT (CON)	=   +   +   +   +
REF (DEX)	=   +   +   +   +
WILL (WIS)	=   +   +   +   +

BASE ATTACK	SPEED	NORMAL		TOTAL	DEX MOD	MISC. MOD
		ARMOR				
INITIATIVE						

MELEE	TOTAL	BASE ATTACK	STR MOD	SIZE MOD	MISC. MOD	TEMP. MOD
ATTACK BONUS	=	+	+	+		

RANGED	TOTAL	BASE ATTACK	DEX MOD	SIZE MOD	MISC. MOD	TEMP. MOD
ATTACK BONUS	=	+	+	+		

GRAPPLE	TOTAL	BASE ATTACK	STR MOD	SIZE MOD	MISC. MOD	TEMP. MOD
ATTACK BONUS	=	+	+	+		

ARMOR CLASS	ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	NATURAL ARMOR	MISC. MOD
AC	+	+	+	+		
FLAT FOOTED AC						
TOUCH ATTACK AC						
TOTAL ARMOR CHECK PENALTY						
TOTAL ARCANE SPELL FAILURE						

MISS CHANCE:                      SPELL RESISTANCE:

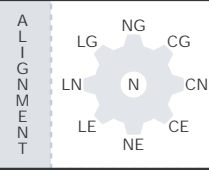
WEAPON:                      TOTAL ATTACK BONUS:  
DAMAGE:                      CRITICAL:                      RANGE:                      WEIGHT:                      TYPE:                      SIZE:  
SPECIAL PROPERTIES:                      AMMO:

WEAPON:                      TOTAL ATTACK BONUS:  
DAMAGE:                      CRITICAL:                      RANGE:                      WEIGHT:                      TYPE:                      SIZE:  
SPECIAL PROPERTIES:                      AMMO:

WEAPON:                      TOTAL ATTACK BONUS:  
DAMAGE:                      CRITICAL:                      RANGE:                      WEIGHT:                      TYPE:                      SIZE:  
SPECIAL PROPERTIES:                      AMMO:

ARMOR / PROTECTIVE ITEM:                      AC BONUS:  
TYPE:                      MAX DEX BONUS:                      ARCANE SPELL FAILURE:                      SPEED:                      WEIGHT:  
CHECK PENALTY:                      SPECIAL PROPERTIES:

ARMOR / PROTECTIVE ITEM:                      AC BONUS:  
TYPE:                      MAX DEX BONUS:                      ARCANE SPELL FAILURE:                      SPEED:                      WEIGHT:  
CHECK PENALTY:                      SPECIAL PROPERTIES:



MAJOR CLASS	SKILLS		MAX RANKS:    _ / _	KEY ABILITY	SKILL MOD	ABILITY MOD	RANKS	MISC. MOD
		<input type="radio"/> APPRAISE*			INT	=	+	+
	<input type="radio"/> BALANCE*			DEX	=	+	+	
	<input type="radio"/> BLUFF*			CHA	=	+	+	
	<input type="radio"/> CLIMB*			STR	=	+	+	
	<input type="radio"/> CONCENTRATION*			CON	=	+	+	
	<input type="radio"/> CRAFT (                      )			INT	=	+	+	
	<input type="radio"/> CRAFT (                      )			INT	=	+	+	
	<input type="radio"/> CRAFT (                      )			INT	=	+	+	
	<input type="radio"/> CRAFT (                      )			INT	=	+	+	
	<input type="radio"/> CRAFT (                      )			INT	=	+	+	
	<input type="radio"/> CRAFT (                      )			INT	=	+	+	
	<input type="radio"/> CREATURE LORE			INT	=	+	+	
	<input type="radio"/> DECIPHER SCRIPT			INT	=	+	+	
	<input type="radio"/> DIPLOMACY*			CHA	=	+	+	
	<input type="radio"/> DISABLE DEVICE			INT	=	+	+	
	<input type="radio"/> DISGUISE*			CHA	=	+	+	
	<input type="radio"/> ESCAPE ARTIST*			DEX	=	+	+	
	<input type="radio"/> FORGERY*			INT	=	+	+	
	<input type="radio"/> GATHER INFORMATION*			CHA	=	+	+	
	<input type="radio"/> HANDLE ANIMAL			CHA	=	+	+	
	<input type="radio"/> HEAL*			WIS	=	+	+	
	<input type="radio"/> HIDE*			DEX	=	+	+	
	<input type="radio"/> INTIMIDATE*			CHA	=	+	+	
	<input type="radio"/> JACK HANDLING			CHA	=	+	+	
	<input type="radio"/> JUMP*			STR	=	+	+	
	<input type="radio"/> KNOWLEDGE (                      )			INT	=	+	+	
	<input type="radio"/> KNOWLEDGE (                      )			INT	=	+	+	
	<input type="radio"/> KNOWLEDGE (                      )			INT	=	+	+	
	<input type="radio"/> KNOWLEDGE (                      )			INT	=	+	+	
	<input type="radio"/> KNOWLEDGE (                      )			INT	=	+	+	
	<input type="radio"/> KNOWLEDGE (                      )			INT	=	+	+	
	<input type="radio"/> LISTEN*			WIS	=	+	+	
	<input type="radio"/> MOVE SILENTLY*			DEX	=	+	+	
	<input type="radio"/> OPEN LOCK			DEX	=	+	+	
	<input type="radio"/> PERFORM* (                      )			CHA	=	+	+	
	<input type="radio"/> PROFESSION (                      )			WIS	=	+	+	
	<input type="radio"/> RIDE*			DEX	=	+	+	
	<input type="radio"/> SEARCH*			INT	=	+	+	
	<input type="radio"/> SENSE MOTIVE*			WIS	=	+	+	
	<input type="radio"/> SLEIGHT OF HAND			DEX	=	+	+	
	<input type="radio"/> SPELLCRAFT			INT	=	+	+	
	<input type="radio"/> SPOT*			WIS	=	+	+	
	<input type="radio"/> SURVIVAL*			WIS	=	+	+	
	<input type="radio"/> SWIM*			STR	=	+	+	
	<input type="radio"/> TUMBLE			DEX	=	+	+	
	<input type="radio"/> USE MAGIC DEVICE			CHA	=	+	+	
	<input type="radio"/> USE ROPE*			DEX	=	+	+	
	<input type="radio"/>				=	+	+	
	<input type="radio"/>				=	+	+	
	<input type="radio"/>				=	+	+	
	<input type="radio"/>				=	+	+	
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	<input type="radio"/>				=	+	+	

Skills marked with \* can be used normally even if the character has (0) skill ranks. • Armor Check Penalty, if any, applies. (Double penalty for Swim.)  
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# CHARACTER NAME

AGE:

BIRTHDATE:

HEIGHT:

HAIR:

SKIN:

GENDER:

SIZE:

WEIGHT:

EYES:

HANDEDNESS:

NATIONALITY:



# APPEARANCE

# ABOUT THIS CHARACTER

# ACCOMPLISHMENTS



# QUOTE

# BACKGROUND

# ALLIES

# ENEMIES

# AWARDS AND HONORS

# NOTES