



CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

TYPE AND SUBTYPE _____

ALIGNMENT _____

RELIGION _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

REGION OF ORIGIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS	= 10 +						

TOUCH ARMOR CLASS	
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FLAT-FOOTED ARMOR CLASS	
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TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	
DAMAGE REDUCTION	

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER	=	

CONDITIONAL AC MODIFIERS

ACTION POINTS

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)		RANKS	MISC MODIFIER
					CLASS	CROSS-CLASS		

- APPRAISE ■ INT
- BALANCE ■ DEX*
- BLUFF ■ CHA
- CLIMB ■ STR*
- CONCENTRATION ■ CON
- CRAFT ■ () INT
- CRAFT ■ () INT
- CRAFT ■ () INT
- DECIPHER SCRIPT INT
- DIPLOMACY ■ CHA
- DISABLE DEVICE INT
- DISGUISE ■ CHA
- ESCAPE ARTIST ■ DEX*
- FORGERY ■ INT
- GATHER INFORMATION ■ CHA
- HANDLE ANIMAL CHA
- HEAL ■ WIS
- HIDE ■ DEX*
- INTIMIDATE ■ CHA
- JUMP ■ STR*
- KNOWLEDGE () INT
- KNOWLEDGE () INT
- KNOWLEDGE () INT
- KNOWLEDGE () INT
- KNOWLEDGE () INT
- LISTEN ■ WIS
- MOVE SILENTLY ■ DEX*
- OPEN LOCK DEX
- PERFORM () CHA
- PERFORM () CHA
- PERFORM () CHA
- PROFESSION () WIS
- PROFESSION () WIS
- RIDE ■ DEX
- SEARCH ■ INT
- SENSE MOTIVE ■ WIS
- SLEIGHT OF HAND DEX*
- SPELLCRAFT INT
- SPOT ■ WIS
- SURVIVAL ■ WIS
- SWIM ■ STR*
- TUMBLE DEX*
- USE MAGIC DEVICE CHA
- USE ROPE ■ DEX
- _____
- _____

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)		=					
REFLEX (DEXTERITY)		=					
WILL (WISDOM)		=					

BASE ATTACK BONUS	SPELL RESISTANCE

GRAPPLE MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			

* Denotes a skill that can be used untrained. □ Mark this box with an X if the skill is a class skill for the character.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT
TOTAL WEIGHT CARRIED			

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2 X MAX LOAD</small>	PUSH OR DRAG <small>5 X MAX LOAD</small>
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LANGUAGES

INITIAL LANGUAGES—Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

SPECIAL ABILITIES	
	PAGE REF.

SPELLS AND INFUSIONS				
SPELL SAVE	DC MOD	ARCANE SPELL FAILURE	%	
CONDITIONAL MODIFIERS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1 ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2 ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3 RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4 TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5 TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6 TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7 TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8 TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9 TH	<input type="text"/>	<input type="text"/>
SPECIALTY SCHOOL				
PROHIBITED SCHOOLS				

EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

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

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

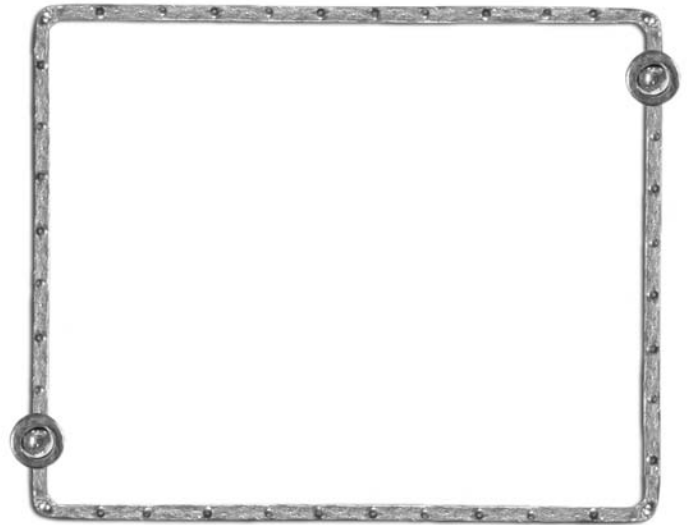
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

AFFILIATIONS AND ENEMIES

RACIAL TRAITS



CHARACTER ILLUSTRATION OR DRAGONMARK

CLASS FEATURES

CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
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