



PLAYER NAME _____

CAMPAIGN _____

CHARACTER NAME _____

XP _____

SYMBOL _____

CLASS _____

LEVEL _____

ALIGNMENT _____ PATRON DEITY _____

RACE _____ SKIN _____ PLACE OF ORIGIN _____

HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ AGE _____ SEX _____

ABILITIES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER
FORT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REF	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

MOVEMENT

	CURRENT	SPEED	MAXIMUM
LOAD	<input type="text"/>	<input type="text"/>	<input type="text"/>
LIGHT	<input type="text"/>	<input type="text"/>	<input type="text"/>
MED	<input type="text"/>	<input type="text"/>	<input type="text"/>
HEAVY	<input type="text"/>	<input type="text"/>	<input type="text"/>

LIFT OVER HEAD 1x MAX LOAD LIFT OFF GROUND 2x MAX LOAD PUSH OR DRAG 5x MAX LOAD

SPELLS

LEVEL	SPELLS PER DAY	BONUS SPELLS
0	<input type="text"/>	<input type="text"/>
1ST	<input type="text"/>	<input type="text"/>
2ND	<input type="text"/>	<input type="text"/>
3RD	<input type="text"/>	<input type="text"/>
4TH	<input type="text"/>	<input type="text"/>
5TH	<input type="text"/>	<input type="text"/>
6TH	<input type="text"/>	<input type="text"/>
7TH	<input type="text"/>	<input type="text"/>
8TH	<input type="text"/>	<input type="text"/>
9TH	<input type="text"/>	<input type="text"/>

TURN OR REBUKE UNDEAD

CHECK MODIFIER	DAMAGE MODIFIER	TEMP MODIFIER	TIMES PER DAY	TIMES REMAINING
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

MODIFIERS

GRAPPLE	XP PENALTY	TOTAL CHK PENLTY	SPELL RESISTANCE	SPELL PENETRATION	ARCANE SPELL FAILURE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

COMBAT

HP	TOTAL	NONLETHAL DAMAGE	DAMAGE REDUCTION	ADDITIONAL COMBAT MODIFIERS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WOUNDS / CURRENT HP

MELEE	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE	MISC	TEMP MODIFIER
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HP GAINED PER LEVEL									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER	TEMP INITIATIVE	BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMOUR & SHIELD

ARMOUR BONUS	TYPE	SPEED	ARMOUR CHK PEN	MAX DEX	WEIGHT	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PROTECTIVE ITEMS

MAGIC BONUS	WEIGHT
<input type="text"/>	<input type="text"/>

WEAPONS CARRIED

ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	WEIGHT	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SKILLS MARKED ♦ CAN BE USED UNTRAINED □ ARE CLASS SKILLS
 * ARMOUR CHECK PENALTY APPLIES (DOUBLE PENALTY FOR SWIM)

SKILLS

SKILL NAME	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<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"/> 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 INFO.	♦ CHA	=	+	+
<input type="checkbox"/> HANDLE ANIMAL	CHA	=	+	+
<input type="checkbox"/> HEAL	♦ WIS	=	+	+

SKILL NAME	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> HIDE	♦ DEX*	=	+	+
<input type="checkbox"/> INTIMIDATE	♦ CHA	=	+	+
<input type="checkbox"/> JUMP	♦ STR*	=	+	+
<input type="checkbox"/> KNOWLEDGE (ARCANA)	INT	=	+	+
<input type="checkbox"/> KNOWLEDGE (RELIGION)	INT	=	+	+
<input type="checkbox"/> LISTEN	♦ WIS	=	+	+
<input type="checkbox"/> MOVE SILENTLY	♦ DEX*	=	+	+
<input type="checkbox"/> OPEN LOCK	DEX	=	+	+
<input type="checkbox"/> PERFORM	♦ CHA	=	+	+
<input type="checkbox"/> PROFESSION	WIS	=	+	+
<input type="checkbox"/> RIDE	♦ DEX	=	+	+

SKILL NAME	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> SEARCH	♦ INT	=	+	+
<input type="checkbox"/> SENSE MOTIVE	♦ WIS	=	+	+
<input type="checkbox"/> SLIGHT OF HAND	DEX*	=	+	+
<input type="checkbox"/> SPELLCRAFT	INT	=	+	+
<input type="checkbox"/> SPOT	♦ WIS	=	+	+
<input type="checkbox"/> SURVIVAL	♦ WIS	=	+	+
<input type="checkbox"/> SWIM	♦ STR*	=	+	+
<input type="checkbox"/> TUMBLE	DEX*	=	+	+
<input type="checkbox"/> USE MAGIC DEVICE	CHA	=	+	+
<input type="checkbox"/> USE ROPE	♦ DEX	=	+	+

