

Character name: _____ Player name: _____ Player e-mail: _____

Race: _____ ECL: _____ Alignment: _____ Classes and class levels: _____ Character level: _____

Size: _____ Age: _____ Gender: _____ Height: _____ Weight: _____ Eyes: _____ Hair: _____ Skin: _____ Experience: _____

ABILITY NAME	BASE SCORE	INHERENT BONUS	ENHANCEMENT BONUS	ABILITY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength									
DEX Dexterity									
CON Constitution									
INT Intelligence									
WIS Wisdom									
CHA Charisma									

HP	AC	AC	AC	INITIATIVE
Hit Points	Armor Class	(Flatfooted)	(Touch)	Modifier

ARMOR BONUS	SHIELD BONUS	NATURAL ARMOR	SIZE MODIFIER	DEX MODIFIER	DEFLECT. BONUS	DODGE BONUS	MISC. MODIFIER	MISS CHANCE

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE Constitution							
REFLEX Dexterity							
WILL Wisdom							

ATTACKS	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	EPIC ATTACK BONUS
Melee Attack Bonus(es)						
Grapple Attack Bonus(es)						
Ranged Attack Bonus(es)						
Unarmed Attack Bonus(es)						

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE	SIZE
NOTES	AMMUNITION □□□□ □□□□						
NOTES	AMMUNITION □□□□ □□□□						
NOTES	AMMUNITION □□□□ □□□□						
NOTES	AMMUNITION □□□□ □□□□						

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS	CHECK PENALTY	SPEED	WEIGHT	SIZE
NOTES	SPELL FAILURE						
NOTES	SPELL FAILURE						
NOTES	SPELL FAILURE						

CROSS-CLASS SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAXIMUM RANKS	
				RANKS	MISC. MODIFIER
<input type="checkbox"/> Appraise [R,T,U]	Int				
<input type="checkbox"/> Balance [A,S,U]	Dex				
<input type="checkbox"/> Bluff [U]	Cha				
<input type="checkbox"/> Climb [A,R,U]	Str				
<input type="checkbox"/> Concentration [U]	Con				
<input type="checkbox"/> Craft [U] (_____)	Int				
<input type="checkbox"/> Craft [U] (_____)	Int				
<input type="checkbox"/> Craft [U] (_____)	Int				
<input type="checkbox"/> Craft [U] (_____)	Int				
<input type="checkbox"/> Craft [U] (_____)	Int				
<input type="checkbox"/> Decipher Script	Int				
<input type="checkbox"/> Diplomacy [S,U]	Cha				
<input type="checkbox"/> Disable Device [T]	Int				
<input type="checkbox"/> Disguise [S,T,U]	Cha				
<input type="checkbox"/> Escape Artist [A,S,U]	Dex				
<input type="checkbox"/> Forgery [U]	Int				
<input type="checkbox"/> Gather Information [U]	Cha				
<input type="checkbox"/> Handle Animal [S]	Cha				
<input type="checkbox"/> Heal [S,U]	Wis				
<input type="checkbox"/> Hide [A,R,U]	Dex				
<input type="checkbox"/> Intimidate [S,U]	Cha				
<input type="checkbox"/> Jump [A,R,U]	Str				
<input type="checkbox"/> Knowledge (_____)	Int				
<input type="checkbox"/> Knowledge (_____)	Int				
<input type="checkbox"/> Knowledge (_____)	Int				
<input type="checkbox"/> Knowledge (_____)	Int				
<input type="checkbox"/> Knowledge (_____)	Int				
<input type="checkbox"/> Knowledge (_____)	Int				
<input type="checkbox"/> Knowledge (_____)	Int				
<input type="checkbox"/> Knowledge (_____)	Int				
<input type="checkbox"/> Listen [R,U]	Wis				
<input type="checkbox"/> Move Silently [A,R,U]	Dex				
<input type="checkbox"/> Open Lock [T]	Dex				
<input type="checkbox"/> Perform [T,U] (_____)	Cha				
<input type="checkbox"/> Perform [T,U] (_____)	Cha				
<input type="checkbox"/> Perform [T,U] (_____)	Cha				
<input type="checkbox"/> Perform [T,U] (_____)	Cha				
<input type="checkbox"/> Perform [T,U] (_____)	Cha				
<input type="checkbox"/> Profession (_____)	Wis				
<input type="checkbox"/> Profession (_____)	Wis				
<input type="checkbox"/> Ride [S,T,U]	Dex				
<input type="checkbox"/> Search [R,U]	Int				
<input type="checkbox"/> Sense Motive [U]	Wis				
<input type="checkbox"/> Sleight of Hand [A,S]	Dex				
<input type="checkbox"/> Spellcraft [S]	Int				
<input type="checkbox"/> Spot [R,U]	Wis				
<input type="checkbox"/> Survival [S,U]	Wis				
<input type="checkbox"/> Swim [D,U]	Str				
<input type="checkbox"/> Tumble [A,S]	Dex				
<input type="checkbox"/> Use Magic Device [S]	Cha				
<input type="checkbox"/> Use Rope [S,U]	Dex				
<input type="checkbox"/> _____					
<input type="checkbox"/> _____					

A: AC penalty. D: Double AC penalty. R: Race bonus. S: Synergy bonuses. T: Tool bonus. U: May use with 0 ranks. ☒: Cross-class.

