

CHARACTER NAME					PLAYER							
CLASS AND LEVEL					RACE		ALIGNMENT		DEITY			
SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN					
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP				NONLETHAL DAMAGE	SPEED	
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	HP HIT POINTS	<input type="text"/>				<input type="text"/>	<input type="text"/>	
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	AC ARMOR CLASS	<div> <div><input type="text"/></div> <div>= 10 +</div> <div><input type="text"/></div> <div>+</div> <div><input type="text"/></div> <div>+</div> <div><input type="text"/></div> <div>+</div> <div><input type="text"/></div> <div>+</div> <div><input type="text"/></div> <div>+</div> <div><input type="text"/></div> <div>+</div> <div><input type="text"/></div> </div>				DAMAGE REDUCTION		
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	TOTAL	<div> <div><input type="text"/></div> <div>ARMOR BONUS</div> <div><input type="text"/></div> <div>SHIELD BONUS</div> <div><input type="text"/></div> <div>DEX MODIFIER</div> <div><input type="text"/></div> <div>SIZE MODIFIER</div> <div><input type="text"/></div> <div>NATURAL ARMOR</div> <div><input type="text"/></div> <div>DEFLECTION MODIFIER</div> <div><input type="text"/></div> <div>MISC MODIFIER</div> <div><input type="text"/></div> </div>				<input type="text"/>		
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS				<input type="text"/>		
WIS WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>							
CHA CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>							
INITIATIVE MODIFIER					<input type="text"/>	=		<input type="text"/>	+	<input type="text"/>	<input type="text"/>	
TOTAL					DEX MODIFIER		MISC MODIFIER					

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

SHIELD/PROTECTIVE		Hard: <input type="text"/> HP: <input type="text"/>	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES				

<div> <div>PROTECTIVE</div> <div> <div>Hard:</div> <div>HP:</div> </div> </div>	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE Hard: HP:	AC BONUS	WEIGHT	SPECIAL PROPERTIES

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	<input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>						
REFLEX (DEXTERITY)	<input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>						
WILL (WISDOM)	<input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>						

BASE ATTACK BONUS **SPELL RESISTANCE**

$$\text{GRAPPLE MODIFIER} = \text{TOTAL} = \text{BASE ATTACK BONUS} + \text{STRENGTH MODIFIER} + \text{SIZE MODIFIER} + \text{MISC MODIFIER}$$

ATTACK			Hard: <input type="text"/> HP: <input type="text"/>	AMMO <div> <div></div><div></div><div></div><div></div><div></div> <div></div><div></div><div></div><div></div><div></div> <div></div><div></div><div></div><div></div><div></div> <div></div><div></div><div></div><div></div><div></div> <div></div><div></div><div></div><div></div><div></div> </div>	
			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

ATTACK			AMMO									
Hard: HP:			ATTACK BONUS		DAMAGE		CRITICAL					
RANGE	TYPE	NOTES										

ATTACK			AMMO									
Hard: HP:			ATTACK BONUS		DAMAGE		CRITICAL					
RANGE	TYPE	NOTES										

ATTACK			AMMO								
Hard: HP:			ATTACK BONUS	DAMAGE		CRITICAL					
RANGE	TYPE	NOTES									

ATTACK			AMMO									
Hard: HP:			ATTACK BONUS		DAMAGE		CRITICAL					
RANGE	TYPE	NOTES										

[illegible]

CLASS SKILL	SKILLS					MAX RANKS (CLASS/CROSS-CLASS)		/
	SKILL NAME	KEY ABILITY	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"/> CRAFT ■ ()	INT		=	+	+			
<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 INFORMATION ■	CHA		=	+	+			
<input type="checkbox"/> HANDLE ANIMAL	CHA		=	+	+			
<input type="checkbox"/> HEAL ■	WIS		=	+	+			
<input type="checkbox"/> HIDE ■	DEX*		=	+	+			
<input type="checkbox"/> INTIMIDATE ■	CHA		=	+	+			
<input type="checkbox"/> JUMP ■	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"/> LISTEN ■	WIS		=	+	+			
<input type="checkbox"/> MOVE SILENTLY ■	DEX*		=	+	+			
<input type="checkbox"/> OPEN LOCK	DEX		=	+	+			
<input type="checkbox"/> PERFORM ()	CHA		=	+	+			
<input type="checkbox"/> PERFORM ()	CHA		=	+	+			
<input type="checkbox"/> PERFORM ()	CHA		=	+	+			
<input type="checkbox"/> PROFESSION ()	WIS		=	+	+			
<input type="checkbox"/> PROFESSION ()	WIS		=	+	+			
<input type="checkbox"/> RIDE ■ *ACP on fast dismount	DEX		=	+	+			
<input type="checkbox"/> SEARCH ■	INT		=	+	+			
<input type="checkbox"/> SENSE MOTIVE ■	WIS		=	+	+			
<input type="checkbox"/> SLEIGHT 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		=	+	+			
<input type="checkbox"/> _____	_____		=	+	+			
<input type="checkbox"/> _____	_____		=	+	+			
<input type="checkbox"/> _____	_____		=	+	+			

☐ 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.)

