

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

POINT BUY COST

STR

strength

DEX

dexterity

CON

constitution

INT

intelligence

WIS

wisdom

CHA

charisma

TOTAL

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED

HP

hit points

AC

armor class

= 10 +

ARMOR BONUS

SHIELD BONUS

DEX MODIFIER

SIZE MODIFIER

NATURAL ARMOR

DEFLECTION MODIFIER

MISC MODIFIER

DAMAGE REDUCTION

TOUCH

armor class

FLAT-FOOTED

armor class

INITIATIVE

modifier

=

DEX MODIFIER

MISC MODIFIER

TOTAL

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

=

BASE ATTACK BONUS

+

STRENGTH MODIFIER

+

SIZE MODIFIER

+

MISC MODIFIER

TOTAL

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

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 (arcana)	int				
<input type="checkbox"/> Knowledge (religion)	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	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.)

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GEAR

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

cp —
sp —
gp —
pp —

PG.

[illegible]

Initial languages = Common + racial
languages + one per point of Int bonus

DOMAINS/SPECIALTY SCHOOL:

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

DC MOD

ARCANE SPELL FAILURE

%

conditional modifiers

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