CHARACTER NAME | RACE | CLASSES (LEVELS) | EXPERIENCE (NEXT LEVEL)

ALIGNMENT | DEITY | PLAYER | CHARACTER CONCEPT

GENDER | AGE | SIZE | HEIGHT | WEIGHT | COMPLEXION | HAIR | EYES | HANDEDNESS

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR				
DEX				
CON				
INT				
WIS				
CHA				

SAVING THROWS

		TOTAL		BASE SAVE		ABI MOD		MAGIC MOD		EPIC SAVE		TEMP MOD
FORT	(CON)		=				+		+		+	
REF	(DEX)		=				+		+		+	
WILL	(WIS)		=				+		+		+	

SAVING THROW MODIFIERS

HIT POINTS

TOTAL

LIFT OVER HEAD (1 x MAX LOAD) | LIFT OFF GROUND (2 x MAX LOAD) | PUSH / DRAG (5 x MAX LOAD)

SR

DR

SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
L			NORM	NORM	NORM
M					
H					

ARMOR CLASS

= 10 + ARMOR BONUS + SHLD MOD + DEX MOD + SIZE MOD + MISC MOD

NORMAL

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

FLAT FOOTED

TOUCH

MISC MOD DEFINED

NATURAL ARMOR =

DEFLECTION BONUS =

MISC =

ARMOR & PROTECTION

	TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS

INITIATIVE

= DEX MOD + MISC MOD

INITIATIVE MODIFIERS

ATTACK BONUSES

		TOTAL ATTACK BONUS		BASE ATTACK BONUS		ABI MOD		SIZE MOD		MISC MOD		EPIC ATK
MELEE	(STR)		=		+		+		+		+	
RANGED	(DEX)		=		+		+		+		+	

ATTACK BONUS MODIFIERS

WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WGT LBS	NOTES , RELATED FEATS, AND AMMO
GRAPPLE								BAB+EAB+STR+SIZE+MISC

Racial Abilities	Class Abilities	Prestige Class Abilities	Misc
			Languages

SKILLS

SKILL POINTS PER LEVEL: ____ + INT MOD (+1 HUMAN)

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

	KEY ABILITY	SKILL MOD		RANKS		ABI MOD		MISC MOD		CHECK PEN	SYN
Appraise	INT		=		+		+		+		
Balance	DEX		=		+		+		+		
Bluff	CHA		=		+		+		+		
Climb	STR		=		+		+		+		
Concentration	CON		=		+		+		+		
Craft (_____)	INT		=		+		+		+		
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 arcana	INT		=		+		+		+		
Knowledge religion	INT		=		+		+		+		
Knowledge nature	INT		=		+		+		+		
Knowledge planes	INT		=		+		+		+		
Knowledge local	INT		=		+		+		+		
Knowledge history	INT		=		+		+		+		
Knowledge (_____)	INT		=		+		+		+		
Knowledge (_____)	INT		=		+		+		+		

	KEY ABILITY	SKILL MOD		RANKS		ABI MOD		MISC MOD		CHECK PEN	SYN
Listen	WIS		=		+		+		+		
Move Silently	DEX		=		+		+		+		
Open Lock	DEX		=		+		+		+		
Perform (_____)	CHA		=		+		+		+		
Perform (_____)	CHA		=		+		+		+		
Perform (_____)	CHA		=		+		+		+		
Profession (_____)	WIS		=		+		+		+		
Ride	DEX		=		+		+		+		
Search	INT		=		+		+		+		
Sense Motive	WIS		=		+		+		+		
Sleight of Hand	DEX		=		+		+		+		
Speak Language			=		+		+		+		
Spellcraft	INT		=		+		+		+		
Spot	WIS		=		+		+		+		
Survival	WIS		=		+		+		+		
Swim	STR		=		+		+		+		
Tumble	DEX		=		+		+		+		
Use Magic Device	CHA		=		+		+		+		
Use Rope	DEX		=		+		+		+		
			=		+		+		+		
			=		+		+		+		
			=		+		+		+		
			=		+		+		+		
			=		+		+		+		
			=		+		+		+		
			=		+		+		+		
			=		+		+		+		
			=		+		+		+		

FAMILIAR/MOUNT/COMPANION

NAME	RACE/SPECIES	CLASS	LEVEL

HIT POINTS		FORT		ARMOR CLASS		ATTACK	
STR		REFL		FLAT FOOTED		FULL ATTACK	
DEX		WILL		TOUCH		INITITIVE	
CON							
INT							
WIS							
CHA							

EQUIPMENT/ABILITIES

FEATS

DISCRIPTION

EQUIPMENT	LOCATION	WGT LBS

WORN EQUIPMENT	LOCATION	WGT LBS
	Head	
	Eyes	
	Neck	
	Torso	
	Body	
	Waist	
	Shoulders	
	Arms	
	Hands	
	Finger	
	Finger	
	Feet	
	RH Carry	
	LH Carry	

VALUABLES	AMOUNT
Gold Pieces Carried	
Platinum Pieces Carried	
Silver Pieces Carried	
Copper Pieces Carried	
Gold Pieces Stored	
Platinum Pieces Stored	

SPELLS			
Known	DC (10+level +stat bonus)	Spells per day	Spell list
0			
1			
2			
3			
4			
5			
6			
7			
8			
9			

CHARACTER ADVANCEMENT					
LEVEL	CLASS	STAT/ ABILITIES	FEATS	SKILL POINTS	HIT POINTS
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					

FRIENDS/ ALLIES				
NAME	CLASS/LEVELS	STATS	RELATION	PLAYER (DM IF NPC)
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				

NOTES