VITAL STATISTICS

Character Name	CLASS	LVL
Player:		
	Total	

	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

REGION	DEITY	WEIGHT
ALIGN.	GENDER	HEIGHT
RACE	AGE	SIZE

SPEED	SR
SIZE MOD	DR/

OFFENCE

BAB | CMB = TOTAL = BAB + STR + SIZE

ATTACKS	TOTAL	= BAB	+ ABILITY	+ SIZE	+ MISC.
MELEE					
RANGED					

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
			+ x
RANGE / SIZE / TYPE / SPECIAL PROPERTIES / AMMO			

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
			+ x
RANGE / SIZE / TYPE / SPECIAL PROPERTIES / AMMO			

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
			+ x
RANGE / SIZE / TYPE / SPECIAL PROPERTIES / AMMO			

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
			+ x
RANGE / SIZE / TYPE / SPECIAL PROPERTIES / AMMO			

BUFFS

Buff	Duration	Time Remaining

PARTY

PLAYER	CHARACTER NAME	PLAYER	CHARACTER NAME	PLAYER	CHARACTER NAME

DEFENCE

CMD = TOTAL = 10 + BAB + STR + DEX + SIZE + DEFLEC + DODGE + MISC.

INITIATIVE = TOTAL = DEX + MISC.

HIT POINTS | TEMP

SAVES	FORT	REF	WILL
BASE			
ABILITY			
MAGIC			
MISC.			
TOTAL			
TEMP			

SAVE BONUS

AC	TOTAL	Buff1	Buff2	= 10 +	ARMOUR	SHEILD	DEX	SIZE	NAT.	DEFLEC	DODGE
FLAT-FOOTED				= 10 +							
TOUCH				= 10 +							

NOTES

TOTAL DEX	
CHECK PENALTY	
ARCANE FAILURE	

AC	TOTAL	Buff1	Buff2	= 10 +	ARMOUR	SHEILD	DEX	SIZE	NAT.	DEFLEC	DODGE
FLAT-FOOTED				= 10 +							
TOUCH				= 10 +							

NOTES

TOTAL DEX	
CHECK PENALTY	
ARCANE FAILURE	

ARMOUR	AC	DR/-	Max Dex	ACP	Spell %	speed	type

SHIELD	AC BONUS	Arc. %	A.C.P.	SPECIAL PROPERTIES

SKILLS

SKILL NAME	ARMOUR CHECK PENALTY		SKILL MODIFIER	= ABILITY MODIFIER	+ MAX RANKS	+ IN-CLASS BONUS	+ MISC. MODIFIER
Acrobatics		Dex*					
Appraise		Int					
Bluff		Cha					
Climb		Str*					
Craft		Int					
Diplomacy		Cha					
Disable Devise		Dex*					
Disguise		Cha					
Escape Artist		Dex*					
Fly		Dex*					
Handle Animal		Cha					
Heal		Wis					
Intimidate		Cha					
Kn. Arcana		Int					
Kn. Arch/Engineering		Int					
Kn. Dungeoneering		Int					
Kn. Geography		Int					
Kn. History		Int					
Kn. Local		Int					
Kn. Nature		Int					
Kn. Nobility		Int					
Kn. Religion		Int					
Kn. Planes		Int					
Linguistics		Int					
Perception		Wis					
Perform		Cha					
Profession		Wis					
Ride		Dex*					
Search		Int					
Sense Motive		Wis					
Sleight of Hand		Dex*					
Spellcraft		Int					
Stealth		Dex*					
Survival		Wis					
Swim		Str**					
Use Magic Devise		Cha					

■ Class Skill Ability = Trained Only * Armour Penalty Total Skill Points

Aid Another: DC 10 Skill Check grants target a +2 bonus.

Take 10: When not in immediate danger or distracted. **Take 20:** When there are no penalties for failure (2 minutes).

Item/Equipment	lbs.
Total	0

Spells

Level	0	1	2	3	4	5	6	7	8	9
Spells										
Bonus	X									
Total										
DC										

Close:	Medium:	Long:
25ft + 5ft/2lvls	100ft + 10ft/lvl	400ft + 40ft/lvl

Notes

WORN EQUIPMENT

Head	
Face	
Throat	
Shoulders	
Body	
Torso	
Arms	
Hands	
Ring 1	
Ring 2	
Waist	
Feet	

PP	
GP	
SP	
CP	
BANK	

XP	Languages
Next Levels	

Feats		Race/Class Abilities
1st	Feat	
2nd		
3rd	Feat	
4th	Stat	
5th	Feat	
6th		
7th	Feat	
8th	Stat	
9th	Feat	
10th		
11th	Feat	
12th	Stat	
13th	Feat	
14th		
15th	Feat	
16th	Stat	
17th	Feat	
18th		
19th	Feat	
20th	Stat	

Potion~Vial~Elixir~Flask

Cure Light Wounds	❑❑❑❑❑❑❑❑❑❑
Cure Moderate Wounds	❑❑❑❑❑❑❑❑❑❑
Cure Serious Wounds	❑❑❑❑❑❑❑❑❑❑

Scrolls

Wand / Staff	Charges	Wand / Staff	Charges
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