

<u>Character Name</u>		<u>Dungeon Master</u>		<u>Experience</u>	
<u>Class & Level</u>		<u>Campaign</u>		<u>Next Level</u>	

<u>Race</u>		<u>Type</u>		<u># of Siblings</u>		<u>Eyes</u>	
<u>Template</u>		<u>Subtypes</u>		<u>Birth Rank</u>		<u>Hair</u>	
<u>Size</u>		<u>Deity</u>		<u>Homeland</u>		<u>Skin</u>	
		<u>Alignment</u>		<u>Or Region</u>			

Ability Name	Ability Score	Ability Modifier	Temp Score	Temp Modifier	Point Buy Cost
STR	_____	_____	_____	_____	_____
DEX	_____	_____	_____	_____	_____
CON	_____	_____	_____	_____	_____
INT	_____	_____	_____	_____	_____
WIS	_____	_____	_____	_____	_____
CHA	_____	_____	_____	_____	_____

Hit Point Total	Current Hit Points
_____	_____
<u>Nonlethal Damage</u>	<u>Damage Reduction</u>
_____	_____
<u>Speed</u>	_____

<u>AC Total</u>	<u>Size</u>
_____	<u>Natural</u>
<u>Armor</u>	<u>Deflect</u>
<u>Shield</u>	<u>Misc. Mod</u>
<u>Dex Bonus</u>	_____
<u>Touch AC (Size, Dex, Def)</u>	<u>Flatfoot AC (no Dex)</u>
_____	_____

<u>Initiative Modifier</u>	_____	=	_____	_____
Total			<u>Dexterity Modifier</u>	<u>Miscellaneous Modifier</u>

<u>Base Attack Bonus</u>	_____	<u>Spell Resistance</u>	_____
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<u>Saving Throws</u>	<u>Total</u>	<u>Base Save</u>	<u>Ability Modifier</u>	<u>Magic Modifier</u>	<u>Misc Modifier</u>	<u>Temporary Modifier</u>
<u>Fortitude</u> (Constitution)	_____	_____	_____	_____	_____	_____
<u>Reflex</u> (Dexterity)	_____	_____	_____	_____	_____	_____
<u>Will</u> (Wisdom)	_____	_____	_____	_____	_____	_____

<u>Conditional Modifiers</u>

<u>Height</u>	_____
<u>Weight</u>	_____
<u>Age</u>	_____
<u>CMB</u>	_____
<u>CMD</u>	_____
<u>Misc</u>	_____

<u>ATTACK</u>	<u>Attack Bonus</u>	<u>Damage</u>	<u>Critical</u>
_____	_____	_____	_____
<u>Range</u>	<u>Type</u>	<u>Notes:</u> _____	
_____	_____	_____	
<u>Ammunition</u>			

<u>ATTACK</u>	<u>Attack Bonus</u>	<u>Damage</u>	<u>Critical</u>
_____	_____	_____	_____
<u>Range</u>	<u>Type</u>	<u>Notes:</u> _____	
_____	_____	_____	
<u>Ammunition</u>			

<u>ATTACK</u>	<u>Attack Bonus</u>	<u>Damage</u>	<u>Critical</u>
_____	_____	_____	_____
<u>Range</u>	<u>Type</u>	<u>Notes:</u> _____	
_____	_____	_____	
<u>Ammunition</u>			

<u>ATTACK</u>	<u>Attack Bonus</u>	<u>Damage</u>	<u>Critical</u>
_____	_____	_____	_____
<u>Range</u>	<u>Type</u>	<u>Notes:</u> _____	
_____	_____	_____	
<u>Ammunition</u>			

SKILLS

Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc. Modifier
Acrobatics	DEX*				
Appraise	WIS				
Bluff	CHA				
Climb	STR*				
Diplomacy	CHA				
Disable Device	INT*				
Disguise	CHA				
Escape Artist	DEX*				
Fly	DEX*				
Handle Animal	CHA				
Heal	WIS				
Intimidate	CHA				
Ride	DEX*				
Sense Motive	WIS				
Sleight of Hand	DEX*				
Spellcraft	INT				
Stealth	DEX*				
Survival	WIS				
Swim	STR*				
Sense Motive	WIS				
Sleight of Hand	DEX ²				
Use Magic Device	CHA				

Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc. Modifier
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KNOWLEDGE					
K - Arcana	INT				
K - Dungeoneering	INT				
K - Engineering	INT				
K - Geography	INT				
K - History	INT				
K - Local	INT				
K - Nature	INT				
K - Nobility	INT				
K - Planes	INT				
K - Religion	INT				
K -	INT				
K -	INT				
K -	INT				
K -	INT				
K -	INT				

CRAFT					
C -	INT				
C -	INT				
C -	INT				
C -	INT				
C -	INT				

PERFORM					
PER -	CHA				
PER -	CHA				
PER -	CHA				
PER -	CHA				
PER -	CHA				

PROFESSION					
PROF -	WIS				
PROF -	WIS				
PROF -	WIS				
PROF -	WIS				
PROF -	WIS				

*Armor check penalty applies to checks

GEAR

ARMOR			AC Bonus	Max Dex
Type	Check Penalty	Speed	Spell Failure	Weight
Special Properties: _____				

SHIELD			AC Bonus	Max Dex
Type	Check Penalty	Speed	Spell Failure	Weight
Special Properties: _____				

OTHER PROTECTIVE ITEM			AC Bonus	Max Dex
Type	Check Penalty	Speed	Spell Failure	Weight
Special Properties: _____				

OTHER PROTECTIVE ITEM			AC Bonus	Max Dex
Type	Check Penalty	Speed	Spell Failure	Weight
Special Properties: _____				

BASIC POSSESSIONS

ITEM	BOOK	PAGE	WEIGHT

ITEM	BOOK	PAGE	WEIGHT

Basic Weight	lbs.	+	Magic Weight	lbs.	=	Total Weight Carried	lbs.
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<u>Light Load</u>	<u>Medium Load</u>	<u>Heavy Load</u>	<u>Lift Over Head</u> Max. Load	<u>Lift Off Ground</u> 2 x Max. Load	<u>Push or Drag</u> 5x Max Load
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MAGIC

# OF SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	10 + Ability Modifier	0		
	11 + Ability Modifier	1st		
	12 + Ability Modifier	2nd		
	13 + Ability Modifier	3rd		
	14 + Ability Modifier	4th		
	15 + Ability Modifier	5th		
	16 + Ability Modifier	6th		
	17 + Ability Modifier	7th		
	18 + Ability Modifier	8th		
	19 + Ability Modifier	9th		

SPELLS

DOMAINS / SPECIALTY SCHOOL	
CANTRIPS / ORISONS (0TH LEVEL SPELLS): _____ _____ _____ _____	5TH LEVEL SPELLS: _____ _____ _____ _____
1ST LEVEL SPELLS: _____ _____ _____ _____	6TH LEVEL SPELLS: _____ _____ _____ _____
2ND LEVEL SPELLS: _____ _____ _____ _____	7TH LEVEL SPELLS: _____ _____ _____ _____
3RD LEVEL SPELLS: _____ _____ _____ _____	8TH LEVEL SPELLS: _____ _____ _____ _____
4TH LEVEL SPELLS: _____ _____ _____ _____	9TH LEVEL SPELLS: _____ _____ _____ _____

