
Character Name

Player Name

CHARACTER STATS

Ability Name	Ability Score	Ability Modifier	Temp. Score	Temp. Modifier
STR				
DEX				
CON				
INT				
WIS				
CHA				

	Total	Wounds
HP Hit points		
Current Hit Points		Bloodied

Damage Reduction
Conditional Modifier

	Total	Armor Bonus	Shield Bonus	Dex Bonus	Size Modifier	Natural Armor	Deflection Modifier	Misc. Modifier
AC Armor Class		10						

	Total	Base	Armor	Item	Misc.
Touch Armor Class					
Flat-footed Armor Class					
SPEED					

	Total	Base Save	Ability Modifier	Magic Modifier	Misc. Modifier	Temp. Modifier	Hit Die	Base Speed
FORT Constitution								
REFLEX Dexterity								
WILL Wisdom								

Damage Reduction

	Total	Base Bonus	Strength Modifier	Size Modifier	Modifier
CMB					

	Total	Base Bonus	Strength Modifier	Dexterity Modifier	Size Modifier	Modifier
CMD						10

	Total	Dexterity Modifier	Misc. Modifier
INITIATIVE Modifier			

BASES ATTACK BONUS

	Total	BAB	Strength	Misc
MELEE				

SPELL RESISTANCE

	Total	BAB	Strength	Misc
RANGED				

SKILLS

Skill Name	Key Ability	Skill Multi-Class Skill Ranks	Ability Modifier	Ranks	Misc. Modifier	Conditional Modifiers		
Acrobatics	DEX		=	+				
Appraise	INT		=	+				
Bluff	CHA		=	+				
Climb	STR		=	+				
Craft()	INT		=	+				
Craft()	INT		=	+				
Diplomacy	CHA		=	+				
Disable Device	DEX		=	+				
Disguise	CHA		=	+				
Escape Artist	DEX		=	+				
Fly	DEX		=	+				
Handle Animal	CHA		=	+				
Heal	WIS		=	+				
Intimidate	CHA		=	+				
Knowledge Arcana	INT		=	+				
Knowledge Dungeoneering	INT		=	+				
Knowledge Engineering	INT		=	+				
Knowledge Geography	INT		=	+				
Knowledge History	INT		=	+				
Knowledge Local	INT		=	+				
Knowledge Nature	INT		=	+				
Knowledge Religion	INT		=	+				
Knowledge Planes	INT		=	+				
Linguistics	INT		=	+				
Perception	WIS		=	+				
Perform	CHA		=	+				
Profession()	WIS		=	+				
Ride	DEX		=	+				
Sense Motive	WIS		=	+				
Sleight of Hand	DEX		=	+				
Spell Craft	INT		=	+				
Stealth	DEX		=	+				
Survival	WIS		=	+				
Swim	STR		=	+				
Use Magic Device	CHA		=	+				
			=	+				
			=	+				
			=	+				

ARMOR AND WEAPONS

Body Slot	Item Name	Weight	Page Reference
BELTS			
BODY			
CHEST			
EYES			
FEET			
HANDS			
HEAD			
HEADBAND			
NECK			
RING 1			
RING 1			
SHIELD			
SHOULDERS			
WRIST			

ARMOR	Name	AC Bonus	Max. Dexterity	Spell Failure	Check Penalty	Page Reference

WEAPON		Attack	Critical
Type	Range	Ammunition	Damage

WEAPON		Attack	Bonus
Type	Range	Ammunition	Damage

WEAPON		Attack	Critical
Type	Range	Ammunition	Damage

SPELLS

SPELL DC

Spell Level		Save DC
0	→	<input type="text"/>
1	→	<input type="text"/>
2	→	<input type="text"/>
3	→	<input type="text"/>
4	→	<input type="text"/>
5	→	<input type="text"/>
6	→	<input type="text"/>
7	→	<input type="text"/>
8	→	<input type="text"/>
9	→	<input type="text"/>

SPELL POINTS

SP	Total	<input style="width: 100px; height: 20px;" type="text"/>
	Remaining Spell Points	<input style="width: 100px; height: 20px;" type="text"/>
Spell Points	<input style="width: 100%; height: 20px;" type="text"/>	
	Spell Points Used	<input style="width: 100px; height: 20px;" type="text"/>

SPELLS

Spells Known	Spell Save DC	Level	Spells Per Day	Bonus Spells
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	-
<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9	<input type="text"/>	<input type="text"/>

TURN/REBUKE CHECK

Times Per Day	Turning Check	Turning Damage
<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
<small>3+Cha Modifier</small>	<small>D20 +Cha Modifier</small>	<small>2d6 + Cleric Lvl + Cha Modifier</small>

DOMAINS

Domain Name	Granted Power
<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>

SPECIALITY SCHOOLS

<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
<small>Speciality School</small>	<small>Prohibited School</small>	<small>Prohibited School</small>
<small>(+2 on Spellcraft Checks to learn Spells from this chosen School)</small>		

SPELL LIST

5

6

7

8

9

EXTRA

DOMAIN/SPECIALITY SCHOOL SPELL LIST

0

1

2

3

4

5

6

7

8

9
