

CHARACTER NAME \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ PLAYER \_\_\_\_\_

CHARACTER LEVEL \_\_\_\_\_ HOMELAND \_\_\_\_\_ CAMPAIGN \_\_\_\_\_

RACE \_\_\_\_\_ DEITY \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ HAIR \_\_\_\_\_ EYES \_\_\_\_\_



	ABILITY SCORE	ABILITY MODIFIER	ITEM SCORE	ITEM MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b>						
<b>DEX</b>						
<b>CON</b>						
<b>INT</b>						
<b>WIS</b>						
<b>CHA</b>						

TOTAL	ARMOR	DEX	SHIELD	NAT.	DEF.
<b>AC</b> = 10					
<b>TOUCH</b> = 10					
<b>FLAT - FOOTED</b> = 10					
<b>INITIATIVE</b>	<b>ARCANE FAILURE</b>			<b>DR</b>	
=  +	<b>SPELL RESISTANCE</b>			<b>SPEED</b>	FT. SQ.
TOTAL = DEX + MISC	TEMPORARY CHANGES				

SAVING THROWS	TOTAL	BASE SAVE	ABIL. MOD.		
<b>FORTITUDE (CONSTITUTION)</b>					
<b>REFLEX (DEXTERITY)</b>					
<b>WILL (WISDOM)</b>					

NOTES:

COMBAT MANEUVER				
TOTAL	BAB	STR	SIZE	MISC
=  +  +  +				
COMBAT MANEUVER				
TOTAL	BAB	STR	SIZE	DEX
=  +  +  +  + 10				

<b>BASE ATTACK BONUS</b>	
<b>HP HIT POINTS</b>	<b>NON-LETHAL DAMAGE</b>
TOTAL:	

WEAPON									
ATTACK	BAB	WEAPON	ABILITY	FEAT	SIZE	MISC.	TEMPORARY CHANGES	CRIT	TYPE
DAMAGE	DIE	WEAPON	STR	FEAT	MISC			RANGE	AMMUNITION

NOTES:

## SKILLS

SKILL NAMES	TOTAL	ABILITY	RANKS	MISC
O ACROBATICS	= DEX			
O APPRAISE	= INT			
O BLUFF	= CHA			
O CLIMB	= STR			
O CRAFT ( )	= INT			
O CRAFT ( )	= INT			
O CRAFT ( )	= INT			
O DIPLOMACY	= CHA			
O DISABLE DEVICE	= DEX			
O DISGUISE	= CHA			
O ESCAPE ARTIST	= DEX			
O FLY	= DEX			
O HANDLE ANIMAL	= CHA			
O HEAL	= WIS			
O INTIMIDATE	= CHA			
O KNOWLEDGE ( )	= INT			
O KNOWLEDGE ( )	= INT			
O KNOWLEDGE ( )	= INT			
O KNOWLEDGE ( )	= INT			
O KNOWLEDGE ( )	= INT			
O KNOWLEDGE ( )	= INT			
O KNOWLEDGE ( )	= INT			
O LINGUISTICS	= INT			
O PERCEPTION	= WIS			
O PERFORM ( )	= CHA			
O PERFORM ( )	= CHA			
O PERFORM ( )	= CHA			
O PROFESSION ( )	= WIS			
O PROFESSION ( )	= WIS			
O RIDE	= DEX			
O SENSE MOTIVE	= WIS			
O SLEIGHT OF HAND	= DEX			
O SPELLCRAFT	= INT			
O STEALTH	= DEX			
O SURVIVAL	= WIS			
O SWIM	= STR			
O USE MAGIC DEVICE	= CHA			
O ( )	= ( )			
O ( )	= ( )			
O ( )	= ( )			
O ( )	= ( )			



