

Character Name _____ Player Name _____ Align. _____
Race _____ Gender _____ Size _____ Age _____ Height _____ Weight _____
Eyes _____ Hair _____ Deity _____ Faction (Affiliation) / Rank / Score _____

CLASS	HD	Level	Base Attack Bonus			Fort	Ref	Will	Skill
	Type		Save	Save	Save	Save	Save	Points	
1.									
2.									
3.									
Racial Level Adjust									

STR	Ability Score	Ability Modifier	Temp Score	Temp Modifier	AC	Temp	Total	Armor Bonus	Shield Bonus	Dex Modifier	Size Modifier	Natural Armor	Deflection Modifier	Dodge Bonus	Insight Bonus	Luck Bonus	Sacred Bonus	Comp. Bonus
DEX					VS Touch		= 10 +											
CON					Flat Foot													
INT																		
WIS																		
CHA																		

XP Next Level _____

Saving Throws	Fortitude	Reflex	Willpower
	Temp Total	Temp Total	Temp Total
	=	=	=
	Base Save	Ability Modifier	Magic Modifier

Melee	Attack Bonus	Total Off Hand	Base Attack Bonus
	ATK 1 ATK 2 ATK 3 ATK 4	ATK 1 ATK 2 ATK 3	ATK 1 ATK 2 ATK 3 ATK 4

Ranged	Attack Bonus	Total Off Hand	Base Attack Bonus
	ATK 1 ATK 2 ATK 3 ATK 4	ATK 1 ATK 2 ATK 3	ATK 1 ATK 2 ATK 3 ATK 4

Speed	Adjusted Speed	Base Speed	Temp Speed
	ft	ft	ft

Grapple	Total	BAB	Str Modifier	Size Mod.	Special

Weapon #1	Using in Off Hand?	Attack Bonus	Total Damage	Critical
Range	Weight	Type	Size	Special Properties
ft	lb.			

Weapon #2	Using in Off Hand?	Attack Bonus	Total Damage	Critical
Range	Weight	Type	Size	Special Properties
ft	lb.			

Weapon #3	Using in Off Hand?	Attack Bonus	Total Damage	Critical
Range	Weight	Type	Size	Special Properties
ft	lb.			

Weapon #4	Using in Off Hand?	Attack Bonus	Total Damage	Critical
Range	Weight	Type	Size	Special Properties
ft	lb.			

Ammunition:																			
Ammunition:																			
Ammunition:																			

Armor / Protective Item	Type	Armor Bonus	or	Item Bonus	Max Dex Bonus
Check Penalty	Spell Failure	Speed	Weight	Special Properties	
	%	ft	lb.		

Shield / Protective Item	Type	Shield Bonus	or	Item Bonus	Max Dex Bonus
Check Penalty	Spell Failure	Weight	Special Properties		
	%	lb.			

Class Skills	Skills	Max Ranks:	Class	Cross	Total Ranks:					Extra used in cross classes
					Total	Synergy Bonus	Skill Ranks	Ability Modifier	Misc. Modifier	
1	Appraise	1								
2	Balance	2								
3	Bluff	3								
	Climb	4								
	Concentration	5								
	Craft ()	6								
	Craft ()	7								
	Craft ()	8								
	Decipher Script	9								
	Diplomacy	10								
	Disable Device	11								
	Disguise	12								
	Escape Artist	13								
	Forgery	14								
	Gather Information	15								
	Handle Animal	16								
	Heal	17								
	Hide	18								
	Intimidate	19								
	Jump	20								
	Knowledge ()	21								
	Knowledge ()	22								
	Knowledge ()	23								
	Knowledge ()	24								
	Listen	25								
	Move Silently	26								
	Open Lock	27								
	Perform ()	28								
	Perform ()	29								
	Profession ()	30								
	Ride	31								
	Search	32								
	Sense Motive	33								
	Sleight of Hand	34								
	Spellcraft	35								
	Spot	36								
	Survival	37								
	Swim	38								
	Tumble	39								
	Use Magic Device	40								
	Use Rope	41								

☑ "Class skills", skills not checked cost double
■ "EVERYONE" skill which may be used untrained
❤ armor penalty applies
↔ "SYNERGY" bonus
created by: *-Oruan*
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Charges		Magic Item (notes)	CL	Sch	Cast Time	Range	Target, Area, Effect	Duration	Save Throw	SR?
Used	Total									
Description:										

Charges		Magic Item (notes)	CL	Sch	Cast Time	Range	Target, Area, Effect	Duration	Save Throw	SR?
Used	Total									
Description:										

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Description:										

NPC _____ CR _____ Align _____ Size _____ Book _____ pg. _____

Race _____ Type / Subtype _____ Speed _____ ft Fly _____ ft Climb _____ ft Burrow _____ ft

Ability Score	Ability Modifier	Temp	Total	Temp	Total
STR		AC		Fort	
DEX		Tch		Ref	
CON		Flat		Will	
INT		Armor _____		BAB _____	Grapple _____
WIS					
CHA					

Climb _____ Listen _____

Concentrate _____ Move Silent _____

Diplomacy _____ Search _____

Hide _____ Spellcraft _____

Jump _____ Spot _____

Space _____ ft

Reach _____ ft **Melee**

Reach _____ ft **Ranged**

Weapon	Damage	Critical

cp | sp | gp | pp

Spells		Attack & Ability Info	
Caster Level:	(Sp) CL:	Save DC	
0 lv			Init
			Hit Dice
1st lv			Total HP
2nd lv			
3rd lv			
Languages:			

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Ability Score	Ability Modifier	Temp	Total	Temp	Total
STR		AC		Fort	
DEX		Tch		Ref	
CON		Flat		Will	
INT		Armor _____		BAB _____	Grapple _____
WIS					
CHA					

Climb _____ Listen _____

Concentrate _____ Move Silent _____

Diplomacy _____ Search _____

Hide _____ Spellcraft _____

Jump _____ Spot _____

Space _____ ft

Reach _____ ft **Melee**

Reach _____ ft **Ranged**

Weapon	Damage	Critical

cp | sp | gp | pp

Spells		Attack & Ability Info	
Caster Level:	(Sp) CL:	Save DC	
0 lv			Init
			Hit Dice
1st lv			Total HP
2nd lv			
3rd lv			
Languages:			