
PLAYER

RACE

ALIGNMENT

DEITY



SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL

HP
HIT POINTS

AC
ARMOR CLASS

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

INITIATIVE
MODIFIER

[] = 10 + [] + [] + [] + [] + [] + [] + []

ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

DAMAGE REDUCTION

[]

CLASS SKILL?

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
APPRAISE	INT	[]	=	[]	+ [] + []

SKILLS

MAX RANKS
(CLASS/CROSS-CLASS)

[] / []

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)		=	+	+	+	+	
REFLEX (DEXTERITY)		=	+	+	+	+	
WILL (WISDOM)		=	+	+	+	+	

BASE ATTACK BONUS +9/+4 **SPELL RESISTANCE**

$$\boxed{\text{GRAPPLE MODIFIER}} = \boxed{\text{TOTAL}} = \boxed{\text{BASE ATTACK BONUS}} + \boxed{\text{STRENGTH MODIFIER}} + \boxed{\text{SIZE MODIFIER}} + \boxed{\text{MISC MODIFIER}}$$

MELEE attack bonus RANGED attack bonus	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	
		=		+	+	+
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	
		=		+	+	+

ATTACK		+1 (weapon)	+2 Weapon Specialization
		+1 (Greater Weapon Focus)	+2 Strength
		ATTACK BONUS	DAMAGE
		5 if using full power attack	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

CLASS SKILLS	SKILLS					MAX RANKS (CLASS/CROSS-CLASS)		/
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
☐ APPRAISE ■	INT			=	+	+		
☐ BALANCE ■	DEX			=	+	+		
☐ BLUFF ■	CHA			=	+	+		
☐ CLIMB ■	STR			=	+	+		
☐ CONCENTRATION ■	CON			=	+	+		
☐ CRAFT ■ ()	INT			=	+	+		
☐ CRAFT ■ ()	INT			=	+	+		
☐ CRAFT ■ ()	INT			=	+	+		
☐ DECIPHER SCRIPT	INT			=	+	+		
☐ DIPLOMACY ■	CHA			=	+	+		
☐ DISABLE DEVICE	INT			=	+	+		
☐ DISGUISE ■	CHA			=	+	+		
☐ ESCAPE ARTIST ■	DEX			=	+	+		
☐ FORGERY ■	INT			=	+	+		
☐ GATHER INFORMATION ■	CHA			=	+	+		
☐ HANDLE ANIMAL	CHA			=	+	+		
☐ HEAL ■	WIS			=	+	+		
☐ HIDE ■	DEX			=	+	+		
☐ INTIMIDATE ■	CHA			=	+	+		
☐ JUMP ■	STR			=	+	+		
☐ KNOWLEDGE ()	INT			=	+	+		
☐ KNOWLEDGE ()	INT			=	+	+		
☐ KNOWLEDGE ()	INT			=	+	+		
☐ KNOWLEDGE ()	INT			=	+	+		
☐ KNOWLEDGE ()	INT			=	+	+		
☐ LISTEN ■	WIS			=	+	+		
☐ MOVE SILENTLY ■	DEX			=	+	+		
☐ OPEN LOCK	DEX			=	+	+		
☐ PERFORM ()	CHA			=	+	+		
☐ PERFORM ()	CHA			=	+	+		
☐ PERFORM ()	CHA			=	+	+		
☐ PROFESSION ()	WIS			=	+	+		
☐ PROFESSION ()	WIS			=	+	+		
☐ RIDE ■	DEX			=	+	+		
☐ SEARCH ■	INT			=	+	+		
☐ SENSE MOTIVE ■	WIS			=	+	+		
☐ SLEIGHT OF HAND	DEX			=	+	+		
☐ SPELLCRAFT	INT			=	+	+		
☐ SPOT ■	WIS			=	+	+		
☐ SURVIVAL ■	WIS			=	+	+		
☐ SWIM ■	STR			=	+	+		
☐ TUMBLE	DEX			=	+	+		
☐ USE MAGIC DEVICE	CHA			=	+	+		
☐ USE ROPE ■	DEX			=	+	+		
☐ _____	_____			=	+	+		
☐ _____	_____			=	+	+		
☐ _____	_____			=	+	+		

☐ **Denotes a skill that can be used untrained.**
☐ **Mark this box with an X if the skill is a class skill for the character.**
 Armor check penalty () applies. (Double penalty for Swim.)

