Character Name | Player Name | Eyes | Size | Height | Weight | Age

Class | Level | (Adjustment) | Race | Alignment | Deity | Gender | Hair | Skin

Ability Name	Base	Current	Ability Modifier	Temp Score	Temp Mod
STR Strength					
DEX Dexterity					
CON Constitution					
INT Intelligence					
WIS Wisdom					
CHA Charisma					
APP Appearance					

Experience

Next Level

Languages

Initiative = Dex + Misc + Temp

Speed Temp

Damage Reduction

Fast Healing

Spell Resistance

Armor Class **AC**

		Armor	Natural Armor	Shield	Dex	Deflecton	Size, Misc	Temp
Total	=10+	+	+	+	+	+		
Touch	=10+		+	+	+	+		
Flat Footed	=10+	+	+	+		+		

Total Hitpoints | **Temp Bonus** | **Wounds** | **Subdual**

Total Hit Dice (HD)

HD Type

Attack Bonus	Total	Base	Ability	Misc
Melee Strength	=	+	+	
Ranged Dexterity	=	+	+	
Grapple Strength	=	+	+	

	Total	Base Save	Ability Mod	Magic Mod	Misc Mod	Temp Mod
Fortitude Constitution	=	+	+	+		
Reflex Dexterity	=	+	+	+		
Will Wisdom	=	+	+	+		

Weapon	Attack Bonus	Damage		
Properties	**Type**	**Range**	**Weight**	**Crit**

Ammunition _____

_____

_____

Conditional Modifiers

Armor | AC Bonus | Max Dex | Type | Speed

Special properties | Weight | Spell fail | Check penalty

Shield/Protective Item | AC Bonus | Max Dex | Spell fail | Check penalty

Special properties | Weight

Helm/Hat /other | Ref. Book | Page#

Special properties

Amulet | Ref. Book | Page#

Special properties

Ring | Ref. Book | Page#

Special properties

Ring | Ref. Book | Page#

Special properties

Cross class	Skill Name	Max Ranks (hit dice +3) Class/C.C.	Key Ability	Skill Modifier		Ranks		Ability Modifier		Misc Modifier		Temp Modifier
		Usable Untrained / Training Required										
☐	Appraise	/ 1/2	Int		=		+		+			
☐	Balance*		Dex*		=		+		+			
☐	Bluff		Cha		=		+		+			
☐	Climb*		Str*		=		+		+			
☐	Concentration		Con		=		+		+			
☐	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*		=		+		+			
☐	Listen		Wis		=		+		+			
☐	Move Silently*		Dex*		=		+		+			
☐	Open Lock		Dex		=		+		+			
☐	Ride		Dex		=		+		+			
☐	Search		Int		=		+		+			
☐	Sense Motive		Wis		=		+		+			
☐	Slight of Hand		Dex		=		+		+			
☐	Spellcraft		Int		=		+		+			
☐	Spot		Wis		=		+		+			
☐	Survival		Wis		=		+		+			
☐	Swim*		Str*		=		+		+			
☐	Tumble*		Dex*		=		+		+			
☐	Use Magic Device		Cha		=		+		+			
☐	Use Rope		Dex		=		+		+			
☐	Craft (_____)		Int		=		+		+			
☐	Craft (_____)		Int		=		+		+			
☐	Craft (_____)		Int		=		+		+			
☐	Craft (_____)		Int		=		+		+			
☐	Craft (_____)		Int		=		+		+			
☐	Knowledge (_____)		Int		=		+		+			
☐	Knowledge (_____)		Int		=		+		+			
☐	Knowledge (_____)		Int		=		+		+			
☐	Knowledge (_____)		Int		=		+		+			
☐	Knowledge (_____)		Int		=		+		+			
☐	Knowledge (_____)		Int		=		+		+			
☐	Knowledge (_____)		Int		=		+		+			
☐	Perform (_____)		Cha		=		+		+			
☐	Perform (_____)		Cha		=		+		+			
☐	Perform (_____)		Cha		=		+		+			
☐	Perform (_____)		Cha		=		+		+			
☐	Perform (_____)		Cha		=		+		+			
☐	Profession (_____)		Wis		=		+		+			
☐	Profession (_____)		Wis		=		+		+			
☐	Profession (_____)		Wis		=		+		+			
☐	_____		App		=		+		+			
☐	_____		App		=		+		+			
☐	_____		App		=		+		+			
☐	_____		App		=		+		+			
☐	_____		App		=		+		+			

* Armor check penalty applies Armor check penalty =

Reference Book Key

Feats & Special Abilities

Reference Book	Page #

Companion/Cohort/Miscellaneous

Spells

Caster Level= ____

Spell DC = Mod ____ + spell level + 10

Prepared/Used | SpellResist Y/N | Reference Book | Page #

Level 0: Spell DC_____ Spells Known:

Level 1: Spell DC_____ Spells Known:

Level 2: Spell DC_____ Spells Known:

Level 3: Spell DC_____ Spells Known:

Level 4: Spell DC_____ Spells Known:

Level 5: Spell DC_____ Spells Known:

Level 6: Spell DC_____ **Spells Known:**

Level 7: Spell DC_____ **Spells Known:**

Level 8: Spell DC_____ **Spells Known:**

Level 9: Spell DC_____ **Spells Known:**

Domains/Specialization and other Miscellaneous

Epic Spell Information Spells per Day/Known _____

	Spells per Day	Bonus Spells
Level 0		0
Level 1		
Level 2		
Level 3		
Level 4		
Level 5		
Level 6		
Level 7		
Level 8		
Level 9		

Gear
and Description

Bag Type:	Weight	Reference Book	Page #

Miscellaneous

	Reference Book	Page #