



Name: _____ Player: _____
 Race: _____ Religion: _____
 Alignment: _____ Looks: _____
 Age: _____ Weight: _____ Height: _____ Size: _____ Gender: _____

[illegible]

	ABILITY	MODIFIER	TEMP	MODIFIER
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

Notes:

Base	10	+	
Dexterity			

Flat-footed: _____ vs. Touch Attacks: _____

_____ : _____ _____ : _____

Armor / Shield	AC Value	Max Dex	Check Penalty	Arcane Failure
☐ _____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____
Total:	_____	_____	_____	_____

Notes:

Ab.	Misc	Size	BASE	TOTAL	Ab.	Misc	Size	BASE	TOTAL	Ab.	Misc	Sz.	M.	BASE	TOTAL
MELEE $\underline{STR} + \underline{\quad} + \underline{\quad} + \underline{\quad} = \underline{\quad}$					RANGED $\underline{DEX} + \underline{\quad} + \underline{\quad} + \underline{\quad} = \underline{\quad}$					GRAPPLE $\underline{STR} + \underline{\quad} + \underline{\quad} + \underline{\quad} = \underline{\quad}$					
Initiative $\underline{DEX} + \underline{\quad} = \underline{\quad}$					2-Hand Attack: $\underline{\quad} / \underline{\quad}$ Notes: _____ _____ _____					Speed: _____ _____ _____					

NAME	MODIFIED ATTACKS	FEAT	MISC	DAMAGE	CRITICAL	RANGE	SzType
Unarmed Strike	/ / / /						
	/ / / /						
	/ / / /						
	/ / / /						
	/ / / /						
	/ / / /						
	/ / / /						
	/ / / /						
	/ / / /						
	/ / / /						
Notes:							

Ammunition:

{ }
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{ }
 { }
 { }
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	TOTAL	BASE	ABILITY	MISC	TEMP
Fortitude	_____	= _____	+ <u>CON</u>	+ _____	+ _____
Reflexes	_____	= _____	+ <u>DEX</u>	+ _____	+ _____
Will	_____	= _____	+ <u>WIS</u>	+ _____	+ _____
Spell Resistance: _____					
Damage Reduction: _____					
Notes: _____					

SKILL NAME	TOTAL	RANK	ABILITY	MISC
◆ Appraise	(C) _____	=	_____ + INT	_____ + _____
◆ Balance	(C) _____	=	_____ + DEX	_____ + *
◆ Bluff	(C) _____	=	_____ + CHA	_____ + _____
◆ Climb	(C) _____	=	_____ + STR	_____ + *
◆ Concentration	(C) _____	=	_____ + CON	_____ + _____
◆ Craft (_____)	(C) _____	=	_____ + INT	_____ + _____
◆ Craft (_____)	(C) _____	=	_____ + INT	_____ + _____
Decipher Script	(C) _____	=	_____ + INT	_____ + _____
◆ Diplomacy	(C) _____	=	_____ + CHA	_____ + _____
Disable Device	(C) _____	=	_____ + INT	_____ + _____
◆ Disguise	(C) _____	=	_____ + CHA	_____ + _____
◆ Escape Artist	(C) _____	=	_____ + DEX	_____ + *
◆ Forgery	(C) _____	=	_____ + INT	_____ + _____
◆ Gather Information	(C) _____	=	_____ + CHA	_____ + _____
Handle Animal	(C) _____	=	_____ + CHA	_____ + _____
◆ Heal	(C) _____	=	_____ + WIS	_____ + _____
◆ Hide	(C) _____	=	_____ + DEX	_____ + *
◆ Intimidate	(C) _____	=	_____ + CHA	_____ + _____
◆ Jump	(C) _____	=	_____ + STR	_____ + *
Knowledge(_____)	(C) _____	=	_____ + INT	_____ + _____
Knowledge(_____)	(C) _____	=	_____ + INT	_____ + _____
Knowledge(_____)	(C) _____	=	_____ + INT	_____ + _____
Knowledge(_____)	(C) _____	=	_____ + INT	_____ + _____
◆ Listen	(C) _____	=	_____ + WIS	_____ + _____
◆ Move Silently	(C) _____	=	_____ + DEX	_____ + *
Open Lock	(C) _____	=	_____ + DEX	_____ + _____
◆ Perform (_____)	(C) _____	=	_____ + CHA	_____ + _____
◆ Perform (_____)	(C) _____	=	_____ + CHA	_____ + _____
Profession (_____)	(C) _____	=	_____ + WIS	_____ + _____
Profession (_____)	(C) _____	=	_____ + WIS	_____ + _____
◆ Ride	(C) _____	=	_____ + DEX	_____ + _____
◆ Search	(C) _____	=	_____ + INT	_____ + _____
◆ Sense Motive	(C) _____	=	_____ + WIS	_____ + _____
Sleight of Hand	(C) _____	=	_____ + DEX	_____ + *
Spellcraft	(C) _____	=	_____ + INT	_____ + _____
◆ Spot	(C) _____	=	_____ + WIS	_____ + _____
◆ Survival	(C) _____	=	_____ + WIS	_____ + _____
◆ Swim	(C) _____	=	_____ + STR	_____ + **
Tumble	(C) _____	=	_____ + DEX	_____ + *
Use Magic Device	(C) _____	=	_____ + CHA	_____ + _____
◆ Use Rope	(C) _____	=	_____ + DEX	_____ + _____
_____	(C) _____	=	_____ + _____	_____ + _____
_____	(C) _____	=	_____ + _____	_____ + _____
_____	(C) _____	=	_____ + _____	_____ + _____

Max. Rank: _____ / _____

(C) Class Skill

◆ Untrained Skill
* Armor Penalty

Literacy ☐

FEATS

GENERAL FEATS

- | | | | |
|---|---|--|--|
| ☐ Acrobatic | ☐ Lightning Reflexes | ☐ Greater Spell Focus | ☐ Widen Spell |
| ☐ Agile | ☐ Magical Aptitude | | |
| ☐ Alertness | ☐ Martial Weapon Profic. | ☐ Spell Mastery (□□□) | EPIC FEATS |
| ☐ Animal Affinity | | ☐ Spell Penetration | ☐ Familiar Spell |
| ☐ Armor Profic., Light | | ☐ Greater Spell Penetr. | |
| ☐ Armor Profic., Med. | ☐ Mounted Combat* | ☐ Stealthy | |
| ☐ Armor Profic., H. | ☐ Mounted Archery* | ☐ Toughness (□□□) | ☐ Great Smiting (□□□) |
| ☐ Athletic | ☐ Ride-By Attack* | ☐ Track | ☐ Impr. Elemental Shape |
| ☐ Blind-Fight* | ☐ Spirited Charge* | ☐ Two-Weapon Fighting* | ☐ Impr. Fav. Enemy (□□) |
| ☐ Combat Casting | ☐ Trample* | ☐ Two-Weap. Defense* | ☐ Impr. Metamagic (□□) |
| ☐ Combat Expertise* | ☐ Natural Spell | ☐ Impr. Two-W. Fight.* | ☐ Impr. Sneak Att. (□□) |
| ☐ Improved Disarm* | ☐ Negotiator | ☐ Great. Two-W. F.* | ☐ Impr. Spell Capac. (□□) |
| ☐ Improved Feint* | ☐ Nimble Fingers | ☐ Weapon Finesse* | ☐ Impr. Stunn. Fist (□□) |
| ☐ Improved Trip* | ☐ Persuasive | ☐ Weapon Focus* | ☐ Lasting Inspiration |
| ☐ Combat Reflexes* | ☐ Point Blank Shot* | | ☐ Overwhelming Critical |
| ☐ Deceitful | ☐ Far Shot* | | |
| ☐ Deft Hands | ☐ Precise Shot* | ☐ Greater Weap. Focus* | |
| ☐ Diligent | ☐ Impr. Precise Shot* | | ☐ Planar Turning |
| ☐ Dodge* | ☐ Rapid Shot* | ☐ Weapon Specializat.* | ☐ Spell Knowledge (□□) |
| ☐ Mobility* | ☐ Manyshot* | | ☐ Terrifying Rage |
| ☐ Spring Attack* | ☐ Shot on the Run* | | |
| ☐ Whirlwind Att.* | ☐ Power Attack* | | OTHER FEATS |
| ☐ Endurance | ☐ Cleave* | ☐ Greater Weap. Sp.* | ☐ |
| ☐ Diehard | ☐ Great Cleave* | | ☐ |
| ☐ Eschew Materials | ☐ Improved Bull Rush* | | ☐ |
| ☐ Exotic Weapon Profic.* | ☐ Improved Overrun* | | ☐ |
| | ☐ Improved Sunder* | ITEM CREATION FEATS | ☐ |
| | ☐ Quick Draw* | ☐ Brew Potion | ☐ |
| ☐ Extra Turning (□□□) | ☐ Rapid Reload* | ☐ Craft Magic Arms/Arm. | ☐ |
| ☐ Great Fortitude | | ☐ Craft Rod | ☐ |
| ☐ Improved Counterspell | | ☐ Craft Staff | ☐ |
| ☐ Improved Critical* | ☐ Run | ☐ Craft Wand | ☐ |
| | ☐ Self-Sufficient | ☐ Craft Wondrous Item | ☐ |
| | ☐ Shield Proficiency | ☐ Forge Ring | ☐ |
| ☐ Improved Familiar | ☐ Improved Shield Bash* | ☐ Scribe Scroll | ☐ |
| ☐ Improved Initiative* | ☐ Tower Shield Profic. | | ☐ |
| ☐ Improved Turning | ☐ Simple Weapon Profic. | METAMAGIC FEATS | ☐ |
| ☐ Improved Un. Strike* | ☐ Skill Focus | ☐ Empower Spell | ☐ |
| ☐ Deflect Arrows* | | ☐ Enlarge Spell | ☐ |
| ☐ Snatch Arrows* | | ☐ Extend Spell | ☐ |
| ☐ Improved Grapple* | ☐ Spell Focus | ☐ Heighten Spell | ☐ |
| ☐ Stunning Fist* | | ☐ Maximize Spell | ☐ |
| ☐ Investigator | | ☐ Quicken Spell | ☐ |
| ☐ Iron Will | ☐ Augment Summon. | ☐ Silent Spell | ☐ |
| | | | * Fighter Bonus Feats |

RACE TRAITS

[illegible]

WEALTH

PP: _____ GP: _____ SP: _____ CP: _____
 Gems/Jewels: _____

 Other: _____

CLASS FEATURES

[illegible]

EQUIPMENT

[illegible]

Total Carried Weight _____

CARRYING CAPACITY/ MOVEMENT

Load: _____ / _____ / _____

Over Head	<u> x1 </u>	Current Speed	<u> </u>
Off Ground	<u> x2 </u>	Run (x <u> </u>)	<u> </u>
Push/Drag	<u> x5 </u>	Alternate Move:	<u> </u>
Current Load	<u> </u>		<u> </u>
Max. Dex.	<u> </u>		<u> </u>
Check Pen	<u> </u>		<u> </u>

ΠΕΡΙΣΤΗΜΕΝ/ANIMALS

[illegible]

Notes: _____

SPELL NAME

SCH.	COMP.	CAST TIME	RANGE
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DURATION

SAVE

SR

EFFECT

Spells: + =

Cast:

Save DC: _____

Max. known: _____ □□□□□□□□□□

[illegible]

Spells: + =

Cast:

Save DC: _____

Max. known: _____ □□□□□□□□

[illegible]

Spells: + =

Cast:

Save DC:

Max. known:

[illegible]

SPELL NAME

SCH.	COMP.	CAST TIME	RANGE
------	-------	-----------	-------

DURATION

SAVE

SR

EFFECT

Spells: + =

Cast:

Save DC:

Max. known:

[illegible]

Spells: _____ + _____ = _____

Cast:

Save DC: _____

Max. known: _____ □□□□□□□□□□

[illegible]

Spells: + =

Cast:

Save DC:

Max. known:

[illegible]