Character Name | Player Name

Class & Level | Race | Alignment | Deity

Size | Height | Weight | Age | Gender | Appearance

Ability Scores

	Modifier	Score		Base Score		Level Bonus		Inherent Bonus		Enhance Bonus		Misc. Modifier
STR Strength			=		+		+		+		+	
DEX Dexterity			=		+		+		+		+	
CON Constitution			=		+		+		+		+	
INT Intelligence			=		+		+		+		+	
WIS Wisdom			=		+		+		+		+	
CHA Charisma			=		+		+		+		+	

Health

Max Hit Points

Current Hit Points

Combat

Initiative

Base Attack Bonus

Speed

	Total		Base Atk. Bonus		Size Modifer		Strength Modifier		Dexterity Modifer		Deflection Modifer		Misc. Modifer		
CMD To Defense		=		+		+		+		+		+		+	10
CMB To Attack		=		+		+									

Weapon	Attack Bonus	Damage	Critical	Type	Range	Ammunition/Notes

Armor

	Total			Armor Bonus		Shield Bonus		Dexterity Modifier		Size Modifier		Natural Armor		Deflection Modifier		Misc. Modifier
AC Armor Class		=	10		+		+		+		+		+		+	

Touch Armor Class | Flat-Footed Armor Class | DR

	Description	Max. Dex.	Check Penalty	Weight
Armor Worn				
Shield Carried				

Saves

	Total		Base Save		Ability Modifier		Magic Modifer		Misc. Modifer
Fortitude (Constitution)		=		+		+		+	
Reflex (Dexterity)		=		+		+		+	
Will (Wisdom)		=		+		+		+	

Experience

Skills

Skill Name	Key Ability	Skill Modifier		Ranks		Ability Modifier		Misc. Modifier
☐ Acrobatics *†	DEX		=		+		+	
☐ Appraise *	INT		=		+		+	
☐ Bluff *	CHA		=		+		+	
☐ Climb *†	STR		=		+		+	
☐ Craft * (_____)	INT		=		+		+	
☐ Craft * (_____)	INT		=		+		+	
☐ Craft * (_____)	INT		=		+		+	
☐ Diplomacy *	CHA		=		+		+	
☐ Disable Device †	DEX		=		+		+	
☐ Disguise *	CHA		=		+		+	
☐ Escape Artist *†	DEX		=		+		+	
☐ Fly *†	DEX		=		+		+	
☐ Handle Animal	CHA		=		+		+	
☐ Heal *	WIS		=		+		+	
☐ Intimidate *	CHA		=		+		+	
☐ Knowledge (Arcana)	INT		=		+		+	
☐ Knowledge (Dungeoneering)	INT		=		+		+	
☐ Knowledge (Engineering)	INT		=		+		+	
☐ Knowledge (Geography)	INT		=		+		+	
☐ Knowledge (History)	INT		=		+		+	
☐ Knowledge (Local)	INT		=		+		+	
☐ Knowledge (Nature)	INT		=		+		+	
☐ Knowledge (Nobility)	INT		=		+		+	
☐ Knowledge (Planes)	INT		=		+		+	
☐ Knowledge (Religion)	INT		=		+		+	
☐ Linguistics	INT		=		+		+	
☐ Perception *	WIS		=		+		+	
☐ Perform * (_____)	CHA		=		+		+	
☐ Perform * (_____)	CHA		=		+		+	
☐ Perform * (_____)	CHA		=		+		+	
☐ Profession (_____)	WIS		=		+		+	
☐ Profession (_____)	WIS		=		+		+	
☐ Ride *†	DEX		=		+		+	
☐ Sense Motive *	WIS		=		+		+	
☐ Sleight of Hand †	DEX		=		+		+	
☐ Spellcraft	INT		=		+		+	
☐ Stealth *†	DEX		=		+		+	
☐ Survival *	WIS		=		+		+	
☐ Swim *†	STR		=		+		+	
☐ Use Magic Device	CHA		=		+		+	
☐ _____			=		+		+	
☐ _____			=		+		+	
☐ _____			=		+		+	
☐ _____			=		+		+	
☐ _____			=		+		+	
☐ _____			=		+		+	
☐ _____			=		+		+	

* Skill can be used untrained.

† Armor check penalty applies.

Languages

Feats & Special Abilities

Possessions

Description	Weight	Description	Weight

Money

Copper

Silver

Gold

Platinum

Carrying Capacity

Light Load

Medium Load

Heavy Load

Spells

Spell Save DC Modifier _____

Arcane Spell Failure _____%

Level	Spell Save DC	Spells Per Day	Bonus Spells
0			
1st			
2nd			
3rd			
4th			
5th			
6th			
7th			
8th			
9th			

Spells