



Character Name _____

Player _____

Class & Level _____

Race & Origin _____

Alignment _____ Size _____ Age _____ Gender _____ Height _____ Weight _____ Eyes _____ Hair _____ Skin _____ Speed _____

ABILITY NAME ABILITY SCORE ABILITY MOD ABILITY COST AC TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DODGE MODIFIER + MISC MODIFIER TOUCH FLAT FOOTED

Strength HP HIT POINTS TOTAL HIT DIE TYPE DAMAGE REDUCTION SPELL FAILURE SPELL RESISTANCE ARMOR PENALTY

Dexterity Initiative TOTAL DEX MODIFIER MISC MODIFIER

Constitution Skill Name KEY ABILITY SKILL ABILITY RANKS MISC MOD

Intelligence Base ATTACK BONUS

Wisdom Grapple MODIFIER

Charisma SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER CONDITIONAL MODIFIER

Fortitude CONSTITUTION

Reflex DEXTERITY

Will WISDOM

Melee ATTACK BONUS TOTAL BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER

Ranged ATTACK BONUS TOTAL BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC MODIFIER

Weapon TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE MATERIAL / SPECIAL PROPERTIES

Weapon TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE MATERIAL / SPECIAL PROPERTIES

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Weapon TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE MATERIAL / SPECIAL PROPERTIES

AMMUNITIONS

Table with columns: Skill Name, KEY ABILITY, SKILL MOD, ABILITY MOD, RANKS, MISC MOD. Lists skills like APPRAISE, AUTOHYPNOSIS, BALANCE, BLUFF, CLIMB, CONCENTRATION, CRAFT, DECIPHER SCRIPT, DIPLOMACY, DISABLE DEVICE, DISGUISE, ESCAPE ARTIST, FORGERY, GATHER INFO., HANDLE ANIMAL, HEAL, HIDE, INTIMIDATE, JUMP, KNOWLEDGE (ARCANA, ENGINEERING, GEOGRAPHY, HISTORY, LOCAL, NATURE, PLANES, POLITICS, PSIONICS, RELIGION, WARPCRAFT), LISTEN, MOVE SILENTLY, OPEN LOCK, PERFORM, PSICRAFT, RIDE, SEARCH, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, SPOT, SURVIVAL, TUMBLE, USE MAGIC DEVICE, USE PSIONIC DEVICE, USE ROPE.

MAX. RANKS (CLASS / CROSS-CLASS) ___ / ___
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, if any, applies.

