

CHARACTER NAME _____		PLAYER _____					
CLASS _____ LEVEL _____		<b>STRENGTH</b> <small>ABILITY MODIFIER</small>	<b>DEXTERITY</b> <small>ABILITY MODIFIER</small>	<b>CONSTITUTION</b> <small>ABILITY MODIFIER</small>	<b>INTELLIGENCE</b> <small>ABILITY MODIFIER</small>	<b>WISDOM</b> <small>ABILITY MODIFIER</small>	<b>CHARISMA</b> <small>ABILITY MODIFIER</small>
CLASS _____ LEVEL _____							
CLASS _____ LEVEL _____							
CLASS _____ LEVEL _____		<b>TEMP. STR</b> <small>ABILITY MODIFIER</small>	<b>TEMP. DEX</b> <small>ABILITY MODIFIER</small>	<b>TEMP. CON</b> <small>ABILITY MODIFIER</small>	<b>TEMP. INT</b> <small>ABILITY MODIFIER</small>	<b>TEMP. WIS</b> <small>ABILITY MODIFIER</small>	<b>TEMP. CHA</b> <small>ABILITY MODIFIER</small>
RACE _____							
GENDER _____		SAVING THROWS: <b>TOTAL</b> <small>BASE SAVE</small> + <small>ABILITY MODIFIER</small> + <small>MAGIC MODIFIER</small> + <small>MISC. MODIFIER</small> + <small>TEMPORARY MODIFIER</small> <small>CONDITIONAL MODIFIERS</small>					
AGE _____		<b>FORTITUDE</b> <small>CONSTITUTION</small> <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>					
HEIGHT _____		<b>REFLEX</b> <small>DEXTERITY</small> <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>					
WEIGHT _____		<b>WILL</b> <small>WISDOM</small> <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>					
HANDEDNESS _____		ATTACK BONUSES: <b>TOTAL</b> <small>BASE ATTACK BONUS</small> + <small>STR / DEX MODIFIER</small> + <small>SIZE MODIFIER</small> + <small>MISC. MODIFIER</small> + <small>TEMPORARY MODIFIER</small>					
ALIGNMENT _____		<b>MELEE</b> <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>					
PATRON DEITY _____		<b>RANGED</b> <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>					
		<b>INITIATIVE MODIFIER:</b> <input type="text"/> = <input type="text"/> + <input type="text"/>					
		<b>BASE ATTACK BONUS:</b>					

<b>HP</b> HIT POINTS <input type="text"/>	HIT DIE TYPE <input type="text"/>
	DAMAGE REDUCTION <input type="text"/>
LEVEL 1 _____	
LEVEL 2 _____	
LEVEL 3 _____	
LEVEL 4 _____	
LEVEL 5 _____	
LEVEL 6 _____	
LEVEL 7 _____	
LEVEL 8 _____	
LEVEL 9 _____	
LEVEL 10 _____	
LEVEL 11 _____	
LEVEL 12 _____	
LEVEL 13 _____	
LEVEL 14 _____	
LEVEL 15 _____	
LEVEL 16 _____	
LEVEL 17 _____	
LEVEL 18 _____	
LEVEL 19 _____	
LEVEL 20 _____	

	<b>ARMOUR CLASS</b> <input type="text"/>	= 10 +	<small>ARMOUR BONUS</small> <input type="text"/>	<small>SHIELD BONUS</small> <input type="text"/>	<small>DEXTERITY MODIFIER</small> <input type="text"/>	<small>SIZE MODIFIER</small> <input type="text"/>	<small>NATURAL ARMOUR</small> <input type="text"/>	<small>MISC. MODIFIER</small> <input type="text"/>	<b>ARMOUR CHECK PENALTY</b> <input type="text"/>
<b>WEAPON</b>	<b>ATTACK BONUS</b>		<b>DAMAGE</b>	<b>CRITICAL</b>	<b>RANGE</b>	<b>WEIGHT</b>	<b>SIZE</b>		

<b>SKILL</b>	<b>KEY ABILITY</b>	<b>SKILL MODIFIER</b>	<b>ABILITY MODIFIER</b>	<b>SKILL RANKS</b>	<b>MISC. MODIFIER</b>	<b>SKILL</b>	<b>KEY ABILITY</b>	<b>SKILL MODIFIER</b>	<b>ABILITY MODIFIER</b>	<b>SKILL RANKS</b>	<b>MISC. MODIFIER</b>
<input type="radio"/> Appraise	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Perform	CHA	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Balance	DEX	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Perform	CHA	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Bluff	CHA	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Perform	CHA	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Climb	STR*	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Craft	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Concentration	CON	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Craft	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Diplomacy	CHA	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Craft	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Disguise	CHA	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Craft	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Escape Artist	DEX	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Craft	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Forgery	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Prof.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Gather Info	CHA	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Prof.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Heal	WIS	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Prof.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Hide	DEX*	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Intimidate	CHA	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Jump	STR*	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Listen	WIS	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Move Silently	DEX*	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Ride	DEX	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Scry	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Search	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Sense Motive	WIS	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Spot	WIS	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Swim	STR**	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Use Rope	DEX	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> Wilderness Lore	WIS	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="radio"/> Know.	INT	<input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>

<b>ARMOUR TYPE</b>	<b>SHIELD TYPE</b>
<b>ARMOUR BONUS</b> <input type="text"/>	<b>ARMOUR BONUS</b> <input type="text"/>
<b>MAXIMUM DEX BONUS</b> <input type="text"/>	<b>ARMOUR CHECK PENALTY</b> <input type="text"/>
<b>ARMOUR CHECK PENALTY</b> <input type="text"/>	<b>ARCANE SPELL FAILURE</b> <input type="text"/>
<b>ARCANE SPELL FAILURE</b> <input type="text"/>	<b>WEIGHT</b> <input type="text"/>
<b>SPEED</b> <input type="text"/>	
<b>WEIGHT</b> <input type="text"/>	

**Armour/Shield Notes**

<b>XP EXPERIENCE</b> <input type="text"/>	<b>Next Level At:</b> <input type="text"/>
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**KEY:**  
 \* Armour Check Penalty Applies  
 \*\* -1 per 5lb of gear  
 ● Class Skill: 1 skill point per Skill Rank  
 ○ Cross-Class Skill: 2 skill points per Skill Rank  
 All the above skills, plus Perform and Craft can be used untrained



# Magical Paraphernalia

## Followers & Livestock

Name: \_\_\_\_\_

Species: \_\_\_\_\_ Gender: \_\_\_\_\_

STR \_\_\_\_\_ AC: \_\_\_\_\_ SAVES \_\_\_\_\_

DEX \_\_\_\_\_ Hit Dice: \_\_\_\_\_ Fortitude: \_\_\_\_\_

CON \_\_\_\_\_ Speed: \_\_\_\_\_ Reflex: \_\_\_\_\_

INT \_\_\_\_\_ Initiative: \_\_\_\_\_ Will: \_\_\_\_\_

WIS \_\_\_\_\_ Attacks: \_\_\_\_\_

CHA \_\_\_\_\_ Damage: \_\_\_\_\_

Hit Points: \_\_\_\_\_

Feats, Skills and Special Abilities

Name: \_\_\_\_\_

Species: \_\_\_\_\_ Gender: \_\_\_\_\_

STR \_\_\_\_\_ AC: \_\_\_\_\_ SAVES \_\_\_\_\_

DEX \_\_\_\_\_ Hit Dice: \_\_\_\_\_ Fortitude: \_\_\_\_\_

CON \_\_\_\_\_ Speed: \_\_\_\_\_ Reflex: \_\_\_\_\_

INT \_\_\_\_\_ Initiative: \_\_\_\_\_ Will: \_\_\_\_\_

WIS \_\_\_\_\_ Attacks: \_\_\_\_\_

CHA \_\_\_\_\_ Damage: \_\_\_\_\_

Hit Points: \_\_\_\_\_

Feats, Skills and Special Abilities

# FOLLOWERS & LIVESTOCK

Name: \_\_\_\_\_

Species: \_\_\_\_\_ Gender: \_\_\_\_\_

STR \_\_\_\_\_ AC: \_\_\_\_\_ SAVES \_\_\_\_\_

DEX \_\_\_\_\_ Hit Dice: \_\_\_\_\_ Fortitude: \_\_\_\_\_

CON \_\_\_\_\_ Speed: \_\_\_\_\_ Reflex: \_\_\_\_\_

INT \_\_\_\_\_ Initiative: \_\_\_\_\_ Will: \_\_\_\_\_

WIS \_\_\_\_\_ Attacks: \_\_\_\_\_

CHA \_\_\_\_\_ Damage: \_\_\_\_\_

Hit Points: \_\_\_\_\_

Feats, Skills and Special Abilities

Name: \_\_\_\_\_

Species: \_\_\_\_\_ Gender: \_\_\_\_\_

STR \_\_\_\_\_ AC: \_\_\_\_\_ SAVES \_\_\_\_\_

DEX \_\_\_\_\_ Hit Dice: \_\_\_\_\_ Fortitude: \_\_\_\_\_

CON \_\_\_\_\_ Speed: \_\_\_\_\_ Reflex: \_\_\_\_\_

INT \_\_\_\_\_ Initiative: \_\_\_\_\_ Will: \_\_\_\_\_

WIS \_\_\_\_\_ Attacks: \_\_\_\_\_

CHA \_\_\_\_\_ Damage: \_\_\_\_\_

Hit Points: \_\_\_\_\_

Feats, Skills and Special Abilities

Name: \_\_\_\_\_

Species: \_\_\_\_\_ Gender: \_\_\_\_\_

STR \_\_\_\_\_ AC: \_\_\_\_\_ SAVES \_\_\_\_\_

DEX \_\_\_\_\_ Hit Dice: \_\_\_\_\_ Fortitude: \_\_\_\_\_

CON \_\_\_\_\_ Speed: \_\_\_\_\_ Reflex: \_\_\_\_\_

INT \_\_\_\_\_ Initiative: \_\_\_\_\_ Will: \_\_\_\_\_

WIS \_\_\_\_\_ Attacks: \_\_\_\_\_

CHA \_\_\_\_\_ Damage: \_\_\_\_\_

Hit Points: \_\_\_\_\_

Feats, Skills and Special Abilities

Name: \_\_\_\_\_

Species: \_\_\_\_\_ Gender: \_\_\_\_\_

STR \_\_\_\_\_ AC: \_\_\_\_\_ SAVES \_\_\_\_\_

DEX \_\_\_\_\_ Hit Dice: \_\_\_\_\_ Fortitude: \_\_\_\_\_

CON \_\_\_\_\_ Speed: \_\_\_\_\_ Reflex: \_\_\_\_\_

INT \_\_\_\_\_ Initiative: \_\_\_\_\_ Will: \_\_\_\_\_

WIS \_\_\_\_\_ Attacks: \_\_\_\_\_

CHA \_\_\_\_\_ Damage: \_\_\_\_\_

Hit Points: \_\_\_\_\_

Feats, Skills and Special Abilities



