Character

Name

Race | Player

Class / Level | ECL

Alignment | Religion / Deity

Height | Weight | Size | Age | Gender

Eyes | Hair | Skin | Build | Other

Ability Scores

Strength (STR) = Base + Enhance + Inherent | Temp.

Dexterity (DEX) = Base + Enhance + Inherent | Temp.

Constitution (CON) = Base + Enhance + Inherent | Temp.

Intelligence (INT) = Base + Enhance + Inherent | Temp.

Wisdom (WIS) = Base + Enhance + Inherent | Temp.

Charisma (CHA) = Base + Enhance + Inherent | Temp.

Condition

Current HP | Afflictions

Max HP | Temp HP

Nonlethal | Wounds

Active Spells

Saving Throws

Fortitude = Base + CON + Resist + Misc.

Reflex = Base + DEX + Resist + Misc.

Will = Base + WIS + Resist + Misc.

Misc. Save Bonuses / Notes

Combat

BAB | Initiative | Speed | ACP | Max DEX | Run

Unarmed | DR | SR | Miss | CL check | CP check

Grapple = BAB + STR + Size + Feat + Misc.

Misc. Combat Bonuses / Notes

Armor Class

AC (A, B, C) | Size (A) | Deflect (A) | Insight (A) | Misc. (A)

Flat-foot (A, B) | Armor (B) | Shield (B) | Natural (B) | Misc. (B)

Touch (A, C) | DEX (C) | Dodge (C) | Class (C) | Misc. (C)

Misc. AC Bonuses / Notes

Attacks

Weapon | Size | Type | Range | Reach | Weight

Total Attack = BAB + Stat + Enhance + Feat + Size + Misc.

Total Damage = Dice + STR + Enhance + Feat + Misc. + Non-multiplied

Special Attack = BAB + Stat + Enhance + Feat + Size + Misc.

Total Damage = Dice + STR + Enhance + Feat + Misc. + Non-multiplied

Critical Damage | Threat / Multiplier | Confirm | Ammunition

Special Qualities

Weapon | Size | Type | Range | Reach | Weight

Total Attack = BAB + Stat + Enhance + Feat + Size + Misc.

Total Damage = Dice + STR + Enhance + Feat + Misc. + Non-multiplied

Special Attack = BAB + Stat + Enhance + Feat + Size + Misc.

Total Damage = Dice + STR + Enhance + Feat + Misc. + Non-multiplied

Critical Damage | Threat / Multiplier | Confirm | Ammunition

Special Qualities

Weapon | Size | Type | Range | Reach | Weight

Total Attack = BAB + Stat + Enhance + Feat + Size + Misc.

Total Damage = Dice + STR + Enhance + Feat + Misc. + Non-multiplied

Special Attack = BAB + Stat + Enhance + Feat + Size + Misc.

Total Damage = Dice + STR + Enhance + Feat + Misc. + Non-multiplied

Critical Damage | Threat / Multiplier | Confirm | Ammunition

Special Qualities

Weapon | Size | Type | Range | Reach | Weight

Total Attack = BAB + Stat + Enhance + Feat + Size + Misc.

Total Damage = Dice + STR + Enhance + Feat + Misc. + Non-multiplied

Special Attack = BAB + Stat + Enhance + Feat + Size + Misc.

Total Damage = Dice + STR + Enhance + Feat + Misc. + Non-multiplied

Critical Damage | Threat / Multiplier | Confirm | Ammunition

Special Qualities

Defenses

Armor

Special Qualites

AC | Type | Speed | Weight | Max DEX | ACP | Spell Fail %

Shield

Special Qualites

AC | Weight | Max DEX | ACP | Spell Fail %

/
Max Rank / CC   Gain   Total Gained   ACP

A = ACP applies
T = Need 1 rank to use
S = 2x ACP applies

INT

☐ Appraise
Mod = Ranks + INT + Item + Syn. + Misc.

☐ Craft _____
Mod = Ranks + INT + Item + Syn. + Misc.

☐ Craft _____
Mod = Ranks + INT + Item + Syn. + Misc.

☐ Decipher Script^T
Mod = Ranks + INT + Item + Syn. + Misc.

☐ Disable Device^T
Mod = Ranks + INT + Item + Syn. + Misc.

☐ Forgery
Mod = Ranks + INT + Item + Syn. + Misc.

☐ Know.^{T} _____
Mod = Ranks + INT + Item + Syn. + Misc.

☐ Know.^{T} _____
Mod = Ranks + INT + Item + Syn. + Misc.

☐ Know.^{T} _____
Mod = Ranks + INT + Item + Syn. + Misc.

☐ Know.^{T} _____
Mod = Ranks + INT + Item + Syn. + Misc.

☐ Search
Mod = Ranks + INT + Item + Syn. + Misc.

☐ Spellcraft^T
Mod = Ranks + INT + Item + Syn. + Misc.

CHA

☐ Bluff
Mod = Ranks + CHA + Item + Syn. + Misc.

☐ Diplomacy
Mod = Ranks + CHA + Item + Syn. + Misc.

☐ Disguise
Mod = Ranks + CHA + Item + Syn. + Misc.

☐ Gather Information
Mod = Ranks + CHA + Item + Syn. + Misc.

☐ Handle Animal^T
Mod = Ranks + CHA + Item + Syn. + Misc.

☐ Intimidate
Mod = Ranks + CHA + Item + Syn. + Misc.

☐ Perform^T _____
Mod = Ranks + CHA + Item + Syn. + Misc.

☐ Use Magic Device^T
Mod = Ranks + CHA + Item + Syn. + Misc.

CON

☐ Concentration
Mod = Ranks + CON + Item + Syn. + Misc.

STR

☐ Climb^A
Mod = Ranks + STR + Item + Syn. + Misc.

☐ Jump^A
Mod = Ranks + STR + Item + Syn. + Misc.

☐ Swim^S
Mod = Ranks + STR + Item + Syn. + Misc.

DEX

☐ Balance^A
Mod = Ranks + DEX + Item + Syn. + Misc.

☐ Escape Artist^A
Mod = Ranks + DEX + Item + Syn. + Misc.

☐ Hide^A
Mod = Ranks + DEX + Item + Syn. + Misc.

☐ Move Silently^A
Mod = Ranks + DEX + Item + Syn. + Misc.

☐ Open Lock^T
Mod = Ranks + DEX + Item + Syn. + Misc.

☐ Ride
Mod = Ranks + DEX + Item + Syn. + Misc.

☐ Sleight of Hand^{AT}
Mod = Ranks + DEX + Item + Syn. + Misc.

☐ Tumble^{AT}
Mod = Ranks + DEX + Item + Syn. + Misc.

☐ Use Rope
Mod = Ranks + DEX + Item + Syn. + Misc.

WIS

☐ Heal
Mod = Ranks + WIS + Item + Syn. + Misc.

☐ Listen
Mod = Ranks + WIS + Item + Syn. + Misc.

☐ Prof.^{T} _____
Mod = Ranks + WIS + Item + Syn. + Misc.

☐ Sense Motive
Mod = Ranks + WIS + Item + Syn. + Misc.

☐ Spot
Mod = Ranks + WIS + Item + Syn. + Misc.

☐ Survival
Mod = Ranks + WIS + Item + Syn. + Misc.

Other

☐ _____
Mod = Ranks + Stat + Item + Syn. + Misc.

☐ _____
Mod = Ranks + Stat + Item + Syn. + Misc.

☐ _____
Mod = Ranks + Stat + Item + Syn. + Misc.

☐ _____
Mod = Ranks + Stat + Item + Syn. + Misc.

☐ _____
Mod = Ranks + Stat + Item + Syn. + Misc.

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= + + +
Total   Racial   INT   Skill   Misc.

Language
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Slot	Spell	Slot	Spell	Slot	Spell	Slot	Spell

(repeated rows of Slot / Spell fields)

Spell Power

Domains / Specialty Schools / Prohibited Schools

$= 10 +$ ___ $+$ ___ $+$ ___ $+$ ___ $+$ ___ ___ %

Base DC	Stat	Feat	Class	Item	Misc.	CL	Spell Fail

0 ___ / ___ = ___ + ___ + ___ + ___

DC	Known	Used	Total	Per Day	Bonus	Domain	Misc.

1 ___ / ___ = ___ + ___ + ___ + ___

DC	Known	Used	Total	Per Day	Bonus	Domain	Misc.

2 ___ / ___ = ___ + ___ + ___ + ___

DC	Known	Used	Total	Per Day	Bonus	Domain	Misc.

3 ___ / ___ = ___ + ___ + ___ + ___

DC	Known	Used	Total	Per Day	Bonus	Domain	Misc.

4 ___ / ___ = ___ + ___ + ___ + ___

DC	Known	Used	Total	Per Day	Bonus	Domain	Misc.

5 ___ / ___ = ___ + ___ + ___ + ___

DC	Known	Used	Total	Per Day	Bonus	Domain	Misc.

6 ___ / ___ = ___ + ___ + ___ + ___

DC	Known	Used	Total	Per Day	Bonus	Domain	Misc.

7 ___ / ___ = ___ + ___ + ___ + ___

DC	Known	Used	Total	Per Day	Bonus	Domain	Misc.

8 ___ / ___ = ___ + ___ + ___ + ___

DC	Known	Used	Total	Per Day	Bonus	Domain	Misc.

9 ___ / ___ = ___ + ___ + ___ + ___

DC	Known	Used	Total	Per Day	Bonus	Domain	Misc.

Mount / Animal Companion / Familiar

Name	Race / Level	HP	/ Max HP	Hit Die

STR	INT	Fort.	BAB	AC	Speed	DR

DEX	WIS	Ref.	Grapple	Flat-Foot	Size	SR

CON	CHA	Will	Initiative	Touch	Reach	Miss

Attacks

Damage

Skillz

Feats

Special Abilities

Tricks

Notes

Spell	Level	School	Components	Casting Time	Save	Range	Duration	Damage	Spell Res.

Spell	Level	School	Components	Casting Time	Save	Range	Duration	Damage	Spell Res.

Item	Item	Item
Item	Item	Item
Item	Item	Item
Item	Item	Item
Item	Item	Item
Item	Item	Item
Item	Item	Item
Item	Item	Item
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Item	Item	Item
Item	Item	Item

Magic Items

Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item
Magic Item	Magic Item

Weapons / Armor

Weapon / Armor	Weapon / Armor
Weapon / Armor	Weapon / Armor
Weapon / Armor	Weapon / Armor
Weapon / Armor	Weapon / Armor
Weapon / Armor	Weapon / Armor
Weapon / Armor	Weapon / Armor

Magic Item Organization

Head	Finger
Eyes	Finger
Neck	Waist
Shoulders	Feet
Body	Other
Torso	Other
Wrists	Other
Hands	Other

Quest / Plot Items

Quest Item	Quest Item
Quest Item	Quest Item
Quest Item	Quest Item
Quest Item	Quest Item
Quest Item	Quest Item
Quest Item	Quest Item

Carrying Capacity

_____ / _____ / _____

Light / Medium / Heavy Load   Total Wgt. Carried

Lift Over Head   Lift Off Ground   Push / Drag

Experience Points / Next Level

Cash / Gems / Other Treasure

Starting Stats: Stat Increases:

	STR	DEX	CON	INT	WIS	CHA	HP		First	Second	Third	Fourth	Fifth	Other

1
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

2
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

3
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

4
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

5
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

6
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

7
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

8
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

9
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

10
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

11
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

12
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

13
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

14
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

15
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

16
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

17
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

18
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

19
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

20
Class   HP Gain   Feats Gained   Skillz Gained   Spells Gained

Campaign   Setting

World   Base   Clues

Contacts / Villains	Location	Allegiances / Hostilities	Notes

Additional Notes