

### EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

### ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
CHECK PENALTY   SPELL FAILURE   SPEED   WEIGHT   SPECIAL PROPERTIES			

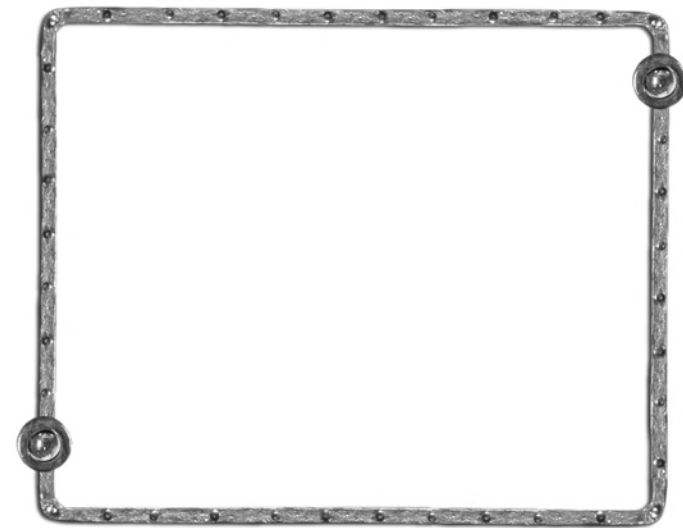
SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE   SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

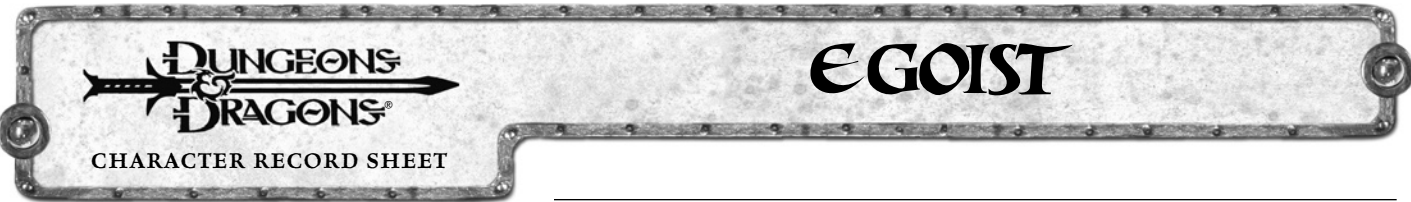
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

### RACIAL TRAITS

### CLASS FEATURES

CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
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CHARACTER NAME

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PLAYER \_\_\_\_\_ CLASS AND LEVEL \_\_\_\_\_ RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_ SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ CAMPAIGN \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER	Tough ARMOR CLASS	Flat-footed ARMOR CLASS
<b>STR</b> STRENGTH														
<b>DEX</b> DEXTERITY														
<b>CON</b> CONSTITUTION														
<b>INT</b> INTELLIGENCE														
<b>WIS</b> WISDOM														
<b>CHA</b> CHARISMA														

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (WISDOM)							

<b>BASE ATTACK BONUS</b>	<b>SPELL RESISTANCE</b>
<b>GRAPPLE</b> MODIFIER	<b>SPEED</b>
TOTAL   BASE ATTACK BONUS   STRENGTH MODIFIER   SIZE MODIFIER   MISC. MODIFIER	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

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RANGE	TYPE	NOTES	
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

### SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILLS*	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT				
<input checked="" type="checkbox"/>	AUTOHYPNOSIS	WIS				
<input checked="" type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR*				
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON				
<input checked="" type="checkbox"/>	CRAFT ■ ( )	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ( )	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ( )	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input type="checkbox"/>	FORGERY ■	INT				
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX*				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input type="checkbox"/>	JUMP ■	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (PSIONICS) ■	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE ( )	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE ( )	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE ( )	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE ( )	INT				
<input type="checkbox"/>	LISTEN ■	WIS				
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ( )	CHA				
<input type="checkbox"/>	PERFORM ( )	CHA				
<input checked="" type="checkbox"/>	PROFESSION ( )	WIS				
<input checked="" type="checkbox"/>	PROFESSION ( )	WIS				
<input checked="" type="checkbox"/>	PSICRAFT	INT				
<input type="checkbox"/>	RIDE ■	DEX				
<input type="checkbox"/>	SEARCH ■	INT				
<input type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SURVIVAL ■	WIS				
<input type="checkbox"/>	SWIM ■	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				

\* 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. (Double penalty for Swim.)

