

### 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
SPECIAL PROPERTIES			

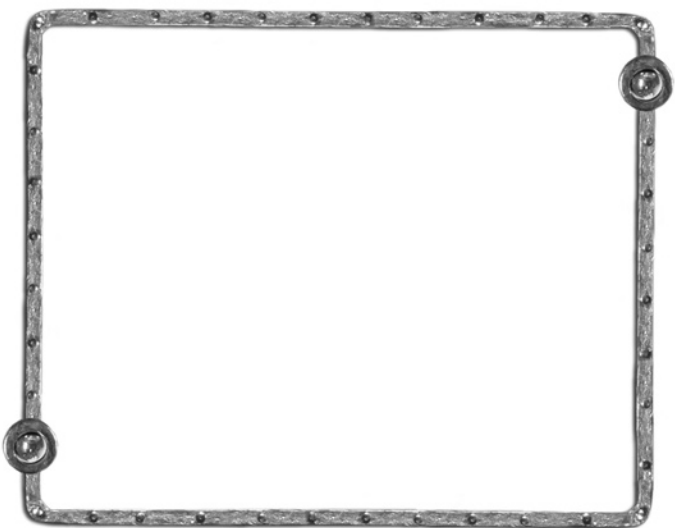
PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
SPECIAL PROPERTIES			

### RACIAL TRAITS

### CLASS FEATURES

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

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

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

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER				
<b>STR</b> STRENGTH								
<b>DEX</b> DEXTERITY								
<b>CON</b> CONSTITUTION								
<b>INT</b> INTELLIGENCE								
<b>WIS</b> WISDOM								
<b>CHA</b> CHARISMA								

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC	+ 10	+	+	+	+	+	+

TOTAL	NONLETHAL DAMAGE
HP	WOUNDS/CURRENT HP

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER	=	+

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)							

BASE ATTACK BONUS	SPELL RESISTANCE
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GRAPPLE MODIFIER	SPEED			
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

CLASS SKILLS*	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS (CLASS/CROSS-CLASS)	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT					
<input type="checkbox"/>	AUTOHYPNOSIS	WIS					
<input type="checkbox"/>	BALANCE ■	DEX*					
<input checked="" 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 checked="" 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 checked="" type="checkbox"/>	GATHER INFORMATION ■	CHA					
<input type="checkbox"/>	HANDLE ANIMAL	CHA					
<input 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 checked="" 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.)

