



BARBARIAN

CHARACTER NAME _____

ALIGNMENT _____

PLAYER _____

CHARACTER LEVEL _____

DEITY _____

HOMELAND _____

CAMPAIGN _____

RACE _____

SIZE _____

GENDER _____

AGE _____

HEIGHT _____

WEIGHT _____

HAIR _____

EYES _____

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER |
|----------------------------|---------------|------------------|-------------|----------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

| | | |
|-------------------------|------------------|-----------------------|
| HP HIT POINTS | TOTAL | BONUS RAGE HP |
| | | |
| WOUNDS/CURRENT HP | NONLETHAL DAMAGE | |
| | | |
| INITIATIVE | TOTAL | DEX MOD. + MISC. MOD. |
| | | |
| DAMAGE REDUCTION | | |
| | | |
| SPELL RESISTANCE | | |
| | | |

| | | | | | | | | |
|--------------------------|-------|--|--------------|--------------|---------------|---------------|---------------------|----------------|
| AC ARMOR CLASS | TOTAL | =10+ [] + [] + [] + [] + [] + [] + [] + [] | | | | | | |
| | | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC. MODIFIER |
| TOUCH | | MODIFIERS | | | | | | |
| | | | | | | | | |
| FLAT FOOTED | | | | | | | | |

| | | | | | | | |
|----------------------------------|-------|-----------|------------------|----------------|----------------|----------------|-----------|
| FORTITUDE CONSTITUTION | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | MODIFIERS |
| | | | | | | | |
| REFLEX DEXTERITY | | | | | | | |
| WILL WISDOM | | | | | | | |

| | | | | | | |
|---------------|-------|-------------|--------------|---------------|---------------|------|
| B.A.B. | | RAGE | / | | | |
| | | | | | | |
| CMB | TOTAL | B.A.B. | STR MODIFIER | SIZE MODIFIER | MODIFIERS | |
| | | | | | | |
| CMD | TOTAL | B.A.B. | STR MODIFIER | DEX MODIFIER | SIZE MODIFIER | + 10 |
| | | | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

MOVEMENT

| | | | |
|-----------------|-----------------|--------|-------|
| FT. SQ. | FT. SQ. | FT. | |
| BASE SPEED | ARMOR SPEED | BURROW | |
| FT. | FT. | FT. | |
| FLY | MANEUVERABILITY | SWIM | CLIMB |
| TEMP. MODIFIERS | | | |

SKILLS

| SKILL NAME | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |
|--|-------------|--------------|-------|------------|
| <input checked="" type="checkbox"/> ACROBATICS | | =DEX | + + | |
| <input type="checkbox"/> APPRAISE | | =INT | + + | |
| <input type="checkbox"/> BLUFF | | =CHA | + + | |
| <input checked="" type="checkbox"/> CLIMB | | =STR | + + | |
| <input checked="" type="checkbox"/> CRAFT | | =INT | + + | |
| <input checked="" type="checkbox"/> CRAFT | | =INT | + + | |
| <input type="checkbox"/> DIPLOMACY | | =CHA | + + | |
| <input type="checkbox"/> DISABLE DEVICE * | | =DEX | + + | |
| <input type="checkbox"/> DISGUISE | | =CHA | + + | |
| <input type="checkbox"/> ESCAPE ARTIST | | =DEX | + + | |
| <input type="checkbox"/> FLY | | =DEX | + + | |
| <input checked="" type="checkbox"/> HANDLE ANIMAL * | | =CHA | + + | |
| <input type="checkbox"/> HEAL | | =WIS | + + | |
| <input checked="" type="checkbox"/> INTIMIDATE | | =CHA | + + | |
| <input type="checkbox"/> KNOWLEDGE (ARCANA) * | | =INT | + + | |
| <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) * | | =INT | + + | |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING) * | | =INT | + + | |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) * | | =INT | + + | |
| <input type="checkbox"/> KNOWLEDGE (HISTORY) * | | =INT | + + | |
| <input type="checkbox"/> KNOWLEDGE (LOCAL) * | | =INT | + + | |
| <input checked="" type="checkbox"/> KNOWLEDGE (NATURE) * | | =INT | + + | |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY) * | | =INT | + + | |
| <input type="checkbox"/> KNOWLEDGE (PLANES) * | | =INT | + + | |
| <input type="checkbox"/> KNOWLEDGE (RELIGION) * | | =INT | + + | |
| <input type="checkbox"/> LINGUISTICS * | | =INT | + + | |
| <input checked="" type="checkbox"/> PERCEPTION | | =WIS | + + | |
| <input type="checkbox"/> PERFORM | | =CHA | + + | |
| <input type="checkbox"/> PERFORM | | =CHA | + + | |
| <input type="checkbox"/> PROFESSION * | | =WIS | + + | |
| <input type="checkbox"/> PROFESSION * | | =WIS | + + | |
| <input checked="" type="checkbox"/> RIDE | | =DEX | + + | |
| <input type="checkbox"/> SENSE MOTIVE | | =WIS | + + | |
| <input type="checkbox"/> SLEIGHT OF HAND * | | =DEX | + + | |
| <input type="checkbox"/> SPELLCRAFT * | | =INT | + + | |
| <input type="checkbox"/> STEALTH | | =DEX | + + | |
| <input checked="" type="checkbox"/> SURVIVAL | | =WIS | + + | |
| <input checked="" type="checkbox"/> SWIM | | =STR | + + | |
| <input type="checkbox"/> USE MAGIC DEVICE * | | =CHA | + + | |
| <input type="checkbox"/> | | | + + | |
| <input type="checkbox"/> | | | + + | |

☒ CLASS SKILL * TRAINED ONLY ☐ CANNOT USE IN RAGE

CONDITIONAL MODIFIERS:

LANGUAGES:

FEATS

| | | | | | |
|-------|-----------|-------|-----------|-------|-----------|
| FEAT | PAGE REF. | FEAT | PAGE REF. | FEAT | PAGE REF. |
| NOTES | | NOTES | | NOTES | |
| FEAT | PAGE REF. | FEAT | PAGE REF. | FEAT | PAGE REF. |
| NOTES | | NOTES | | NOTES | |
| FEAT | PAGE REF. | FEAT | PAGE REF. | FEAT | PAGE REF. |
| NOTES | | NOTES | | NOTES | |
| FEAT | PAGE REF. | FEAT | PAGE REF. | FEAT | PAGE REF. |
| NOTES | | NOTES | | NOTES | |

RACIAL TRAITS

[illegible]

CLASS FEATURES

[illegible]

RAGE POWERS

[illegible]

NOTES

[illegible]

EXPERIENCE

| EXPERIENCE | |
|-------------|--|
| EXPERIENCE: | |
| NEXT LEVEL: | |



Bard

CHARACTER NAME _____

ALIGNMENT _____

PLAYER _____

CHARACTER LEVEL _____

DEITY _____

HOMELAND _____

CAMPAIGN _____

RACE _____

SIZE _____

GENDER _____

AGE _____

HEIGHT _____

WEIGHT _____

HAIR _____

EYES _____

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER |
|---------------------|---------------|------------------|-------------|----------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

| | | |
|-------------------------------|-------|------------------|
| HP HIT POINTS | | |
| | TOTAL | NONLETHAL DAMAGE |
| WOUNDS / CURRENT HP | | |
| INITIATIVE | | |
| TOTAL = DEX MOD. + MISC. MOD. | | |
| DAMAGE REDUCTION | | |
| SPELL RESISTANCE | | |

| | | | | | | | | | | |
|--------------------------|--|-----------|-------------|--------------|--------------|---------------|---------------|---------------------|----------------|--|
| AC ARMOR CLASS | | =10+ | | | | | | | | |
| TOTAL | | | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC. MODIFIER | |
| TOUCH | | MODIFIERS | | | | | | | | |
| FLAT FOOTED | | | | | | | | | | |

| | | | | | | | | | | |
|----------------------------------|--|---|--|--|--|--|--|--|--|--|
| FORTITUDE CONSTITUTION | | = | | | | | | | | |
| REFLEX DEXTERITY | | = | | | | | | | | |
| WILL WISDOM | | = | | | | | | | | |

| | | | | |
|---------------|--|------------------------|--|--|
| B.A.B. | | BARDIC PERFORM. | | |
| CMB | | | | |
| CMD | | | | |

| SPELLS | | | | | | TOUCH ATTACK | SAVE DC MOD. |
|---------------------------------------|--|---------------|--|--------------------|--|----------------|--------------|
| 0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH | | | | | | MELEE / RANGED | |
| CASTER LEVEL | | SPELL FAILURE | | SPECIAL PROPERTIES | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

MOVEMENT

| | | | | | |
|-----------------|-----|-------------|-----|--------|--|
| FT. | SG. | FT. | SG. | FT. | |
| BASE SPEED | | ARMOR SPEED | | BURROW | |
| FT. | | FT. | | FT. | |
| FLY | | SWIM | | CLIMB | |
| TEMP. MODIFIERS | | | | | |

SKILLS

| SKILL NAME | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |
|---|-------------|--------------|-------|------------|
| <input checked="" type="checkbox"/> ACROBATICS | | =DEX | | |
| <input checked="" type="checkbox"/> APPRAISE | | =INT | | |
| <input checked="" type="checkbox"/> BLUFF | | =CHA | | |
| <input checked="" type="checkbox"/> CLIMB | | =STR | | |
| <input checked="" type="checkbox"/> CRAFT | | =INT | | |
| <input checked="" type="checkbox"/> CRAFT | | =INT | | |
| <input checked="" type="checkbox"/> DIPLOMACY | | =CHA | | |
| <input type="checkbox"/> DISABLE DEVICE * | | =DEX | | |
| <input checked="" type="checkbox"/> DISGUISE | | =CHA | | |
| <input checked="" type="checkbox"/> ESCAPE ARTIST | | =DEX | | |
| <input type="checkbox"/> FLY | | =DEX | | |
| <input type="checkbox"/> HANDLE ANIMAL * | | =CHA | | |
| <input type="checkbox"/> HEAL | | =WIS | | |
| <input checked="" type="checkbox"/> INTIMIDATE | | =CHA | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (ARCANA) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (HISTORY) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (LOCAL) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (NATURE) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (PLANES) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (RELIGION) * | | =INT | | |
| <input checked="" type="checkbox"/> LINGUISTICS * | | =INT | | |
| <input checked="" type="checkbox"/> PERCEPTION | | =WIS | | |
| <input checked="" type="checkbox"/> PERFORM | | =CHA | | |
| <input checked="" type="checkbox"/> PERFORM | | =CHA | | |
| <input checked="" type="checkbox"/> PROFESSION * | | =WIS | | |
| <input checked="" type="checkbox"/> PROFESSION * | | =WIS | | |
| <input type="checkbox"/> RIDE | | =DEX | | |
| <input checked="" type="checkbox"/> SENSE MOTIVE | | =WIS | | |
| <input checked="" type="checkbox"/> SLEIGHT OF HAND * | | =DEX | | |
| <input checked="" type="checkbox"/> SPELLCRAFT * | | =INT | | |
| <input checked="" type="checkbox"/> STEALTH | | =DEX | | |
| <input type="checkbox"/> SURVIVAL | | =WIS | | |
| <input type="checkbox"/> SWIM | | =STR | | |
| <input checked="" type="checkbox"/> USE MAGIC DEVICE * | | =CHA | | |
| <input type="checkbox"/> CONCENTRATION | | =CHA | | C. LVL |
| <input type="checkbox"/> | | | | |
| <input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY | | | | |

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY | SPELL FAIL | SPEED | WEIGHT | SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

WEIGHT

AC BONUS

CHECK PENALTY

SPELL FAIL | SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD

LIFT OVER HEAD

MAX

MEDIUM LOAD

LIFT OFF GROUND

MAX x2

HEAVY LOAD

PUSH OR DRAG

MAX x5

WEALTH

COINS

VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD

REF.

FACE

REF.

THROAT

REF.

SHOULDERS

REF.

BODY

REF.

TORSO

REF.

ARMS

REF.

HANDS

REF.

WAIST

REF.

FEET

REF.

RING

REF.

RING

REF.

OTHER/NOTES

| FEATS | |
|-------------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

| SPELLS | | | | |
|----------------------|----------------------|-------|----------------------|----------------------|
| SPELLS KNOWN | SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
| <input type="text"/> | <input type="text"/> | 0 | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 1ST | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 2ND | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 3RD | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 4TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 5TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 6TH | <input type="text"/> | <input type="text"/> |

CONDITIONAL MODIFIERS

BARDIC PERFORMANCE

SAVE DC

 = 10 +

 +

TOTAL
 1/2 BARD LEVEL
 CHARISMA MODIFIER

CONDITIONAL MODIFIERS

[illegible][illegible]

EXPERIENCE:

NEXT LEVEL:

[illegible]

| NOTES | |
|-------|--|
| | |



CLERIC

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME ABILITY SCORE ABILITY MODIFIER TEMP. SCORE TEMP. MODIFIER

STR STRENGTH

DEX DEXTERITY

CON CONSTITUTION

INT INTELLIGENCE

WIS WISDOM

CHA CHARISMA

HP HIT POINTS TOTAL NONLETHAL DAMAGE

WOUNDS / CURRENT HP

INITIATIVE TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESISTANCE

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

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION TOTAL = BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC. MODIFIER + TEMP. MODIFIER MODIFIERS

REFLEX DEXTERITY

WILL WISDOM

B.A.B. CHANNEL ENERGY

CMB TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER MODIFIERS

CMD TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

SPELLS

TOUCH ATTACK

SAVE DC MOD.

0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH / 7TH / 8TH / 9TH MELEE / RANGED

CASTER LEVEL

SPECIAL PROPERTIES

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

TYPE RANGE AMMUNITION SPECIAL PROPERTIES

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

TYPE RANGE AMMUNITION SPECIAL PROPERTIES

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

TYPE RANGE AMMUNITION SPECIAL PROPERTIES

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

TYPE RANGE AMMUNITION SPECIAL PROPERTIES

MOVEMENT

FT. SQ. FT. SQ. FT. BASE SPEED ARMOR SPEED BURROW FT. FT. FT. FLY MANUEVERABILITY SWIM CLIMB TEMP. MODIFIERS

SKILLS

SKILL NAME

TOTAL BONUS

ABILITY MOD.

RANKS

MISC. MOD.

- ☐ ACROBATICS =DEX + +
- ☒ APPRAISE =INT + +
- ☐ BLUFF =CHA + +
- ☐ CLIMB =STR + +
- ☒ CRAFT =INT + +
- ☒ CRAFT =INT + +
- ☒ DIPLOMACY =CHA + +
- ☐ DISABLE DEVICE * =DEX + +
- ☐ DISGUISE =CHA + +
- ☐ ESCAPE ARTIST =DEX + +
- ☐ FLY =DEX + +
- ☐ HANDLE ANIMAL * =CHA + +
- ☒ HEAL =WIS + +
- ☐ INTIMIDATE =CHA + +
- ☒ KNOWLEDGE (ARCANA) * =INT + +
- ☐ KNOWLEDGE (DUNGEONEERING) * =INT + +
- ☐ KNOWLEDGE (ENGINEERING) * =INT + +
- ☐ KNOWLEDGE (GEOGRAPHY) * =INT + +
- ☒ KNOWLEDGE (HISTORY) * =INT + +
- ☐ KNOWLEDGE (LOCAL) * =INT + +
- ☐ KNOWLEDGE (NATURE) * =INT + +
- ☒ KNOWLEDGE (NOBILITY) * =INT + +
- ☒ KNOWLEDGE (PLANES) * =INT + +
- ☒ KNOWLEDGE (RELIGION) * =INT + +
- ☒ LINGUISTICS * =INT + +
- ☐ PERCEPTION =WIS + +
- ☐ PERFORM =CHA + +
- ☐ PERFORM =CHA + +
- ☒ PROFESSION * =WIS + +
- ☒ PROFESSION * =WIS + +
- ☐ RIDE =DEX + +
- ☒ SENSE MOTIVE =WIS + +
- ☐ SLEIGHT OF HAND * =DEX + +
- ☒ SPELLCRAFT * =INT + +
- ☐ STEALTH =DEX + +
- ☐ SURVIVAL =WIS + +
- ☐ SWIM =STR + +
- ☐ USE MAGIC DEVICE * =CHA + +
- ☐ CONCENTRATION =WIS + C. LVL +
- ☐ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM WEIGHT AC BONUS CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD _____ LIFT OVER HEAD MAX

MEDIUM LOAD _____ LIFT OFF GROUND MAX x2

HEAVY LOAD _____ PUSH OR DRAG MAX x5

WEALTH

COINS VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD REF.

FACE REF.

THROAT REF.

SHOULDERS REF.

BODY REF.

TORSO REF.

ARMS REF.

HANDS REF.

WAIST REF.

FEET REF.

RING REF.

RING REF.

OTHER/NOTES

FEATS

| | |
|-------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

| | |
|-------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

SPELLS

| SPELLS KNOWN | SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|--------------------------|--------------------------|-------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | 0 | <input type="checkbox"/> | — |
| <input type="checkbox"/> | <input type="checkbox"/> | 1ST | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 2ND | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 3RD | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 4TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 5TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 6TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 7TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 8TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 9TH | <input type="checkbox"/> | <input type="checkbox"/> |

CONDITIONAL MODIFIERS

DOMAINS

AURA

CLASS FEATURES

CHANNEL ENERGY

| | | | | | | | | |
|--------------------------|---------|--------------------------|--------|--------------------------|---|--------------------------|---|--------------------------|
| <input type="checkbox"/> | SAVE DC | <input type="checkbox"/> | = 10 + | <input type="checkbox"/> | + | <input type="checkbox"/> | + | <input type="checkbox"/> |
| HEALING/DAMAGE | | TOTAL | | 1/2 CLERIC LEVEL | | CHARISMA MODIFIER | | MISC. |

RACIAL TRAITS

NOTES

EXPERIENCE

| | |
|-------------|----------------------|
| EXPERIENCE: | <input type="text"/> |
| NEXT LEVEL: | <input type="text"/> |



Druid

| | | | |
|-----------------|--------|-----------|----------|
| CHARACTER NAME | | ALIGNMENT | PLAYER |
| CHARACTER LEVEL | | DEITY | HOMELAND |
| CAMPAIGN | | | |
| RACE | SIZE | GENDER | AGE |
| HEIGHT | WEIGHT | HAIR | EYES |

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER |
|---------------------|---------------|------------------|-------------|----------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

| | | | | | | | | | | | | | | | | | | | |
|-------------------|--|-------------|--|--------------|--|--------------|--|---------------|--|---------------|--|---------------------|--|----------------|--|--|--|--|--|
| AC ARMOR CLASS | | =10+ | | | | | | | | | | | | | | | | | |
| TOTAL | | ARMOR BONUS | | SHIELD BONUS | | DEX MODIFIER | | SIZE MODIFIER | | NATURAL ARMOR | | DEFLECTION MODIFIER | | MISC. MODIFIER | | | | | |
| TOUCH | | MODIFIERS | | | | | | | | | | | | | | | | | |
| FLAT FOOTED | | | | | | | | | | | | | | | | | | | |

| TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | MODIFIERS |
|---------------------------|-----------|------------------|----------------|----------------|----------------|-----------|
| FORTITUDE CONSTITUTION | | | | | | |
| REFLEX DEXTERITY | | | | | | |
| WILL WISDOM | | | | | | |

| | | | | | | | |
|--------|--|------------|--------|--------------|---------------|---------------|------|
| B.A.B. | | WILD SHAPE | / | | | | |
| CMB | | TOTAL | B.A.B. | STR MODIFIER | SIZE MODIFIER | MODIFIERS | |
| CMD | | TOTAL | B.A.B. | STR MODIFIER | DEX MODIFIER | SIZE MODIFIER | + 10 |

| SPELLS | | TOUCH ATTACK | SAVE DC MOD. |
|---|--------------------|----------------|--------------|
| 0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH / 7TH / 8TH / 9TH | | MELEE / RANGED | |
| CASTER LEVEL | SPECIAL PROPERTIES | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| | | | | |
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| | | | | |
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| | | | | |
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| | | | | |
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

| MOVEMENT | | | |
|-----------------|-----------------|-------------|-------|
| FT. | SG. | FT. | SG. |
| BASE SPEED | | ARMOR SPEED | |
| | | BURROW | |
| FT. | | FT. | |
| FLY | MANEUVERABILITY | SWIM | CLIMB |
| TEMP. MODIFIERS | | | |

| SKILLS | | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |
|---|--|-------------|--------------|-------|-------------|
| <input type="checkbox"/> ACROBATICS | | | =DEX | | + + |
| <input type="checkbox"/> APPRAISE | | | =INT | | + + |
| <input type="checkbox"/> BLUFF | | | =CHA | | + + |
| <input checked="" type="checkbox"/> CLIMB | | | =STR | | + + |
| <input checked="" type="checkbox"/> CRAFT | | | =INT | | + + |
| <input checked="" type="checkbox"/> CRAFT | | | =INT | | + + |
| <input type="checkbox"/> DIPLOMACY | | | =CHA | | + + |
| <input type="checkbox"/> DISABLE DEVICE * | | | =DEX | | + + |
| <input type="checkbox"/> DISGUISE | | | =CHA | | + + |
| <input type="checkbox"/> ESCAPE ARTIST | | | =DEX | | + + |
| <input checked="" type="checkbox"/> FLY | | | =DEX | | + + |
| <input checked="" type="checkbox"/> HANDLE ANIMAL * | | | =CHA | | + + |
| <input checked="" type="checkbox"/> HEAL | | | =WIS | | + + |
| <input type="checkbox"/> INTIMIDATE | | | =CHA | | + + |
| <input type="checkbox"/> KNOWLEDGE (ARCANA) * | | | =INT | | + + |
| <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) * | | | =INT | | + + |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING) * | | | =INT | | + + |
| <input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY) * | | | =INT | | + + |
| <input type="checkbox"/> KNOWLEDGE (HISTORY) * | | | =INT | | + + |
| <input type="checkbox"/> KNOWLEDGE (LOCAL) * | | | =INT | | + + |
| <input checked="" type="checkbox"/> KNOWLEDGE (NATURE) * | | | =INT | | + + |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY) * | | | =INT | | + + |
| <input type="checkbox"/> KNOWLEDGE (PLANES) * | | | =INT | | + + |
| <input type="checkbox"/> KNOWLEDGE (RELIGION) * | | | =INT | | + + |
| <input type="checkbox"/> LINGUISTICS * | | | =INT | | + + |
| <input checked="" type="checkbox"/> PERCEPTION | | | =WIS | | + + |
| <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"/> RIDE | | | =DEX | | + + |
| <input type="checkbox"/> SENSE MOTIVE | | | =WIS | | + + |
| <input type="checkbox"/> SLEIGHT OF HAND * | | | =DEX | | + + |
| <input checked="" type="checkbox"/> SPELLCRAFT * | | | =INT | | + + |
| <input type="checkbox"/> STEALTH | | | =DEX | | + + |
| <input checked="" type="checkbox"/> SURVIVAL | | | =WIS | | + + |
| <input checked="" type="checkbox"/> SWIM | | | =STR | | + + |
| <input type="checkbox"/> USE MAGIC DEVICE * | | | =CHA | | + + |
| <input type="checkbox"/> CONCENTRATION | | | =WIS | | + C. LVL. + |
| <input type="checkbox"/> | | | | | + + |

☒ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

WEIGHT

AC BONUS

CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD

LIFT OVER HEAD

MAX

MEDIUM LOAD

LIFT OFF GROUND

MAX x2

HEAVY LOAD

PUSH OR DRAG

MAX x5

WEALTH

COINS

VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD

REF.

FACE

REF.

THROAT

REF.

SHOULDERS

REF.

BODY

REF.

TORSO

REF.

ARMS

REF.

HANDS

REF.

WAIST

REF.

FEET

REF.

RING

REF.

RING

REF.

OTHER/NOTES

FEATS

| | |
|-------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

| | |
|-------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

SPELLS

| SPELLS KNOWN | SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|--------------|---------------|-------|----------------|--------------|
| | | 0 | | — |
| | | 1ST | | |
| | | 2ND | | |
| | | 3RD | | |
| | | 4TH | | |
| | | 5TH | | |
| | | 6TH | | |
| | | 7TH | | |
| | | 8TH | | |
| | | 9TH | | |

CONDITIONAL MODIFIERS

NATURE BOND

RACIAL TRAITS

CLASS FEATURES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

FORM

| | | | | | |
|------------------------|-----------------------------|--------|-------|-----|-----|
| | SPEED | INIT. | STR | DEX | CON |
| HP / HP CURRENT MAX | AC / TOUCH / FLAT FOOTED | CMB | CMD | | |
| PRIMARY ATTACK | ATTACK | DAMAGE | CRIT. | | |
| SECONDARY ATTACK | ATTACK | DAMAGE | CRIT. | | |
| EXTRAORDINARY ATTACKS | | | | | |

FORM

| | | | | | |
|------------------------|-----------------------------|--------|-------|-----|-----|
| | SPEED | INIT. | STR | DEX | CON |
| HP / HP CURRENT MAX | AC / TOUCH / FLAT FOOTED | CMB | CMD | | |
| PRIMARY ATTACK | ATTACK | DAMAGE | CRIT. | | |
| SECONDARY ATTACK | ATTACK | DAMAGE | CRIT. | | |
| EXTRAORDINARY ATTACKS | | | | | |

FORM

| | | | | | |
|------------------------|-----------------------------|--------|-------|-----|-----|
| | SPEED | INIT. | STR | DEX | CON |
| HP / HP CURRENT MAX | AC / TOUCH / FLAT FOOTED | CMB | CMD | | |
| PRIMARY ATTACK | ATTACK | DAMAGE | CRIT. | | |
| SECONDARY ATTACK | ATTACK | DAMAGE | CRIT. | | |
| EXTRAORDINARY ATTACKS | | | | | |

FORM

| | | | | | |
|------------------------|-----------------------------|--------|-------|-----|-----|
| | SPEED | INIT. | STR | DEX | CON |
| HP / HP CURRENT MAX | AC / TOUCH / FLAT FOOTED | CMB | CMD | | |
| PRIMARY ATTACK | ATTACK | DAMAGE | CRIT. | | |
| SECONDARY ATTACK | ATTACK | DAMAGE | CRIT. | | |
| EXTRAORDINARY ATTACKS | | | | | |



Fighter

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER |
|---------------------|---------------|------------------|-------------|----------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

| | | |
|-------------------|-------|-------------------------------|
| HP HIT POINTS | | |
| | TOTAL | NONLETHAL DAMAGE |
| WOUNDS/CURRENT HP | | |
| INITIATIVE | | TOTAL = DEX MOD. + MISC. MOD. |
| DAMAGE REDUCTION | | |
| SPELL RESISTANCE | | |

| | | | | | | | | | | |
|-------------------|-------|-----------|-------------|--------------|--------------|---------------|---------------|---------------------|----------------|--|
| AC ARMOR CLASS | | =10+ | | | | | | | | |
| | TOTAL | | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC. MODIFIER | |
| TOUCH | | MODIFIERS | | | | | | | | |
| FLAT FOOTED | | MODIFIERS | | | | | | | | |

| | | | | | | | | |
|---------------------------|--|-------|-----------|------------------|----------------|----------------|----------------|-----------|
| FORTITUDE CONSTITUTION | | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | MODIFIERS |
| REFLEX DEXTERITY | | | | | | | | |
| WILL WISDOM | | | | | | | | |

| | | | | | | |
|-------------------|--|-------|--------|--------------|---------------|---------------|
| BASE ATTACK BONUS | | TOTAL | B.A.B. | STR MODIFIER | SIZE MODIFIER | MODIFIERS |
| CMB | | TOTAL | B.A.B. | STR MODIFIER | DEX MODIFIER | SIZE MODIFIER |
| CMD | | TOTAL | B.A.B. | STR MODIFIER | DEX MODIFIER | SIZE MODIFIER |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |

MOVEMENT

| | | | | | |
|------------|-----------------|-------------|-------|-----------------|--|
| FT. | SG. | FT. | SG. | FT. | |
| BASE SPEED | | ARMOR SPEED | | BURROW | |
| FT. | | FT. | | FT. | |
| FLY | MANEUVERABILITY | SWIM | CLIMB | TEMP. MODIFIERS | |

SKILLS

| SKILL NAME | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |
|---|-------------|--------------|-------|------------|
| <input type="checkbox"/> ACROBATICS | | =DEX | | |
| <input type="checkbox"/> APPRAISE | | =INT | | |
| <input type="checkbox"/> BLUFF | | =CHA | | |
| <input checked="" type="checkbox"/> CLIMB | | =STR | | |
| <input checked="" type="checkbox"/> CRAFT | | =INT | | |
| <input checked="" type="checkbox"/> CRAFT | | =INT | | |
| <input type="checkbox"/> DIPLOMACY | | =CHA | | |
| <input type="checkbox"/> DISABLE DEVICE * | | =DEX | | |
| <input type="checkbox"/> DISGUISE | | =CHA | | |
| <input type="checkbox"/> ESCAPE ARTIST | | =DEX | | |
| <input type="checkbox"/> FLY | | =DEX | | |
| <input checked="" type="checkbox"/> HANDLE ANIMAL * | | =CHA | | |
| <input type="checkbox"/> HEAL | | =WIS | | |
| <input checked="" type="checkbox"/> INTIMIDATE | | =CHA | | |
| <input type="checkbox"/> KNOWLEDGE (ARCANA) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (HISTORY) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (LOCAL) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (NATURE) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (PLANES) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (RELIGION) * | | =INT | | |
| <input type="checkbox"/> LINGUISTICS * | | =INT | | |
| <input type="checkbox"/> PERCEPTION | | =WIS | | |
| <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"/> RIDE | | =DEX | | |
| <input type="checkbox"/> SENSE MOTIVE | | =WIS | | |
| <input type="checkbox"/> SLEIGHT OF HAND * | | =DEX | | |
| <input type="checkbox"/> SPELLCRAFT * | | =INT | | |
| <input type="checkbox"/> STEALTH | | =DEX | | |
| <input checked="" type="checkbox"/> SURVIVAL | | =WIS | | |
| <input checked="" type="checkbox"/> SWIM | | =STR | | |
| <input type="checkbox"/> USE MAGIC DEVICE * | | =CHA | | |
| <input type="checkbox"/> | | | | |
| <input type="checkbox"/> | | | | |
| <input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY | | | | |

CONDITIONAL MODIFIERS:

LANGUAGES:

FEATS

[illegible]

WEAPON GROUPS

| TRAINED | WEAPON GROUP | BONUS |
|---------|--------------|----------|
| | | [] |
| | | [] |
| | | [] |
| | | [] |

RACIAL TRAITS

CLASS FEATURES

[illegible]

EXPERIENCE

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

NOTES

NOTES

CHARACTER SHEET

| CHARACTER NAME | | | ALIGNMENT | PLAYER | | | |
|-----------------|------|--------|-----------|--------|----------|------|------|
| CHARACTER LEVEL | | DEITY | HOMELAND | | CAMPAIGN | | |
| RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES |

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER |
|----------------------------|---------------|------------------|-------------|----------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

HP
HIT POINTS

TOTAL
NONLETHAL DAMAGE

WOUNDS / CURRENT HP

INITIATIVE

=+

TOTAL
DEX MOD.
MISC. MOD.

DAMAGE REDUCTION

SPELL RESISTANCE

| | | | | | | | | | | | | | | | |
|-------------|-------------|------|-------|-------------|--------------|--------------|---------------|---------------|---------------------|----------------|--|---|--|---|--|
| AC | | =10+ | | + | | + | | + | | + | | + | | + | |
| | ARMOR CLASS | | TOTAL | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC. MODIFIER | | | | | |
| TOUCH | | | | | | | | | | | | | | | |
| FLAT FOOTED | | | | | | | | | | | | | | | |

| TOTAL | | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | MODIFIERS |
|----------------------------------|----------------------|------------------------|------------------------|------------------------|------------------------|------------------------|-----------|
| FORTITUDE CONSTITUTION | <input type="text"/> | = <input type="text"/> | + <input type="text"/> | + <input type="text"/> | + <input type="text"/> | + <input type="text"/> | |
| REFLEX DEXTERITY | <input type="text"/> | = <input type="text"/> | + <input type="text"/> | + <input type="text"/> | + <input type="text"/> | + <input type="text"/> | |
| WILL WISDOM | <input type="text"/> | = <input type="text"/> | + <input type="text"/> | + <input type="text"/> | + <input type="text"/> | + <input type="text"/> | |

| | | | |
|---------------|---|---------------------|---|
| B.A.B. | <input type="text"/> | POWER | <input type="text"/> / <input type="text"/> |
| CMB | <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> | STR MODIFIER | SIZE MODIFIER |
| | TOTAL | B.A.B. | MODIFIERS |
| CMD | <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + 10 | STR MODIFIER | DEX MODIFIER |
| | TOTAL | B.A.B. | SIZE MODIFIER |

| WEAPON | | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|------------|--------------------|--------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | | |
| | | | | | |

| WEAPON | | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|------------|--------------------|--------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | | |
| | | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

| MOVEMENT | | | | |
|---|--|---|--|----------------------------------|
| <div>FT. SQ.</div> <div>BASE SPEED</div> | | <div>FT. SQ.</div> <div>ARMOR SPEED</div> | | <div>FT.</div> <div>BURROW</div> |
| <div>FT.</div> <div>FLY MANEUVERABILITY</div> | | <div>FT.</div> <div>SWIM</div> | | <div>FT.</div> <div>CLIMB</div> |
| TEMP. MODIFIERS | | | | |

| SKILLS | | | | | |
|--|-------------|--------------|--------|------------|-------|
| SKILL NAME | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. | |
| <input type="checkbox"/> ACROBATICS | _____ | =DEX | _____+ | _____+ | _____ |
| <input type="checkbox"/> APPRAISE | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> BLUFF | _____ | =CHA | _____+ | _____+ | _____ |
| <input type="checkbox"/> CLIMB | _____ | =STR | _____+ | _____+ | _____ |
| <input type="checkbox"/> CRAFT _____ | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> CRAFT _____ | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> DIPLOMACY | _____ | =CHA | _____+ | _____+ | _____ |
| <input type="checkbox"/> DISABLE DEVICE * | _____ | =DEX | _____+ | _____+ | _____ |
| <input type="checkbox"/> DISGUISE | _____ | =CHA | _____+ | _____+ | _____ |
| <input type="checkbox"/> ESCAPE ARTIST | _____ | =DEX | _____+ | _____+ | _____ |
| <input type="checkbox"/> FLY | _____ | =DEX | _____+ | _____+ | _____ |
| <input type="checkbox"/> HANDLE ANIMAL * | _____ | =CHA | _____+ | _____+ | _____ |
| <input type="checkbox"/> HEAL | _____ | =WIS | _____+ | _____+ | _____ |
| <input type="checkbox"/> INTIMIDATE | _____ | =CHA | _____+ | _____+ | _____ |
| <input type="checkbox"/> KNOWLEDGE (ARCANA) * | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) * | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING) * | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) * | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> KNOWLEDGE (HISTORY) * | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> KNOWLEDGE (LOCAL) * | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> KNOWLEDGE (NATURE) * | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY) * | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> KNOWLEDGE (PLANES) * | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> KNOWLEDGE (RELIGION) * | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> LINGUISTICS * | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> PERCEPTION | _____ | =WIS | _____+ | _____+ | _____ |
| <input type="checkbox"/> PERFORM _____ | _____ | =CHA | _____+ | _____+ | _____ |
| <input type="checkbox"/> PERFORM _____ | _____ | =CHA | _____+ | _____+ | _____ |
| <input type="checkbox"/> PROFESSION * _____ | _____ | =WIS | _____+ | _____+ | _____ |
| <input type="checkbox"/> PROFESSION * _____ | _____ | =WIS | _____+ | _____+ | _____ |
| <input type="checkbox"/> RIDE | _____ | =DEX | _____+ | _____+ | _____ |
| <input type="checkbox"/> SENSE MOTIVE | _____ | =WIS | _____+ | _____+ | _____ |
| <input type="checkbox"/> SLEIGHT OF HAND * | _____ | =DEX | _____+ | _____+ | _____ |
| <input type="checkbox"/> SPELLCRAFT * | _____ | =INT | _____+ | _____+ | _____ |
| <input type="checkbox"/> STEALTH | _____ | =DEX | _____+ | _____+ | _____ |
| <input type="checkbox"/> SURVIVAL | _____ | =WIS | _____+ | _____+ | _____ |
| <input type="checkbox"/> SWIM | _____ | =STR | _____+ | _____+ | _____ |
| <input type="checkbox"/> USE MAGIC DEVICE * | _____ | =CHA | _____+ | _____+ | _____ |
| <input type="checkbox"/> _____ | _____ | _____ | _____+ | _____+ | _____ |
| <input type="checkbox"/> _____ | _____ | _____ | _____+ | _____+ | _____ |

☒ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY | SPELL FAIL | SPEED | WEIGHT | SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

WEIGHT

AC BONUS

CHECK PENALTY

SPELL FAIL | SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD

LIFT OVER HEAD

MAX

MEDIUM LOAD

LIFT OFF GROUND

MAX x2

HEAVY LOAD

PUSH OR DRAG

MAX x5

WEALTH

COINS

VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD

REF.

FACE

REF.

THROAT

REF.

SHOULDERS

REF.

BODY

REF.

TORSO

REF.

ARMS

REF.

HANDS

REF.

WAIST

REF.

FEET

REF.

RING

REF.

RING

REF.

OTHER/NOTES

FEATS

| | |
|-------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

| | |
|-------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

SPELLS

| SPELLS KNOWN | SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|--------------------------|--------------------------|-------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | 0 | <input type="checkbox"/> | — |
| <input type="checkbox"/> | <input type="checkbox"/> | 1ST | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 2ND | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 3RD | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 4TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 5TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 6TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 7TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 8TH | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | 9TH | <input type="checkbox"/> | <input type="checkbox"/> |

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

RACIAL TRAITS

CLASS FEATURES

NOTES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:



MONK

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER |
|---------------------|---------------|------------------|-------------|----------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

| | | |
|-------------------------------|-------|------------------|
| HP HIT POINTS | | |
| | TOTAL | NONLETHAL DAMAGE |
| WOUNDS/CURRENT HP | | |
| INITIATIVE | | |
| TOTAL = DEX MOD. + MISC. MOD. | | |
| DAMAGE REDUCTION | | |
| SPELL RESISTANCE | | |

| | | | | | | | | | | |
|-------------------|--|-----------|-------------|--------------|--------------|---------------|---------------|---------------------|----------------|--|
| AC ARMOR CLASS | | =10+ | | | | | | | | |
| TOTAL | | | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC. MODIFIER | |
| TOUCH | | MODIFIERS | | | | | | | | |
| FLAT FOOTED | | | | | | | | | | |

| | | | | | | | | | | |
|---------------------------|--|---|--|--|--|--|--|--|--|--|
| FORTITUDE CONSTITUTION | | = | | | | | | | | |
| REFLEX DEXTERITY | | = | | | | | | | | |
| WILL WISDOM | | = | | | | | | | | |

| | | | |
|--------|--|---------|--|
| B.A.B. | | KI POOL | |
| CMB | | | |
| CMD | | | |

| | | | |
|-----------------|--------|------------|--------------------|
| FLURRY OF BLOWS | | | |
| WEAPON | DAMAGE | CRITICAL | |
| / / / / / / / | | | |
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES |
| | | | |

| | | | |
|--------------|--------|------------|--------------------|
| WEAPON | | | |
| ATTACK BONUS | DAMAGE | CRITICAL | |
| | | | |
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES |
| | | | |

| | | | |
|--------------|--------|------------|--------------------|
| WEAPON | | | |
| ATTACK BONUS | DAMAGE | CRITICAL | |
| | | | |
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES |
| | | | |

| | | | |
|--------------|--------|------------|--------------------|
| WEAPON | | | |
| ATTACK BONUS | DAMAGE | CRITICAL | |
| | | | |
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES |
| | | | |

| | | | |
|--------------|--------|------------|--------------------|
| WEAPON | | | |
| ATTACK BONUS | DAMAGE | CRITICAL | |
| | | | |
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES |
| | | | |

MOVEMENT

| | | | | | |
|-----------------|-----|-------------|-----|--------|--|
| FT. | SG. | FT. | SG. | FT. | |
| BASE SPEED | | ARMOR SPEED | | BURROW | |
| FT. | | FT. | | FT. | |
| FLY | | SWIM | | CLIMB | |
| TEMP. MODIFIERS | | | | | |

SKILLS

| SKILL NAME | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |
|--|-------------|--------------|-------|------------|
| <input checked="" type="checkbox"/> ACROBATICS | | =DEX | | |
| <input type="checkbox"/> APPRAISE | | =INT | | |
| <input type="checkbox"/> BLUFF | | =CHA | | |
| <input checked="" type="checkbox"/> CLIMB | | =STR | | |
| <input checked="" type="checkbox"/> CRAFT | | =INT | | |
| <input checked="" type="checkbox"/> CRAFT | | =INT | | |
| <input type="checkbox"/> DIPLOMACY | | =CHA | | |
| <input type="checkbox"/> DISABLE DEVICE * | | =DEX | | |
| <input type="checkbox"/> DISGUISE | | =CHA | | |
| <input checked="" type="checkbox"/> ESCAPE ARTIST | | =DEX | | |
| <input type="checkbox"/> FLY | | =DEX | | |
| <input type="checkbox"/> HANDLE ANIMAL * | | =CHA | | |
| <input type="checkbox"/> HEAL | | =WIS | | |
| <input checked="" type="checkbox"/> INTIMIDATE | | =CHA | | |
| <input type="checkbox"/> KNOWLEDGE (ARCANA) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (HISTORY) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (LOCAL) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (NATURE) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (PLANES) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (RELIGION) * | | =INT | | |
| <input type="checkbox"/> LINGUISTICS * | | =INT | | |
| <input checked="" type="checkbox"/> PERCEPTION | | =WIS | | |
| <input checked="" type="checkbox"/> PERFORM | | =CHA | | |
| <input checked="" type="checkbox"/> PERFORM | | =CHA | | |
| <input checked="" type="checkbox"/> PROFESSION * | | =WIS | | |
| <input checked="" type="checkbox"/> PROFESSION * | | =WIS | | |
| <input checked="" type="checkbox"/> RIDE | | =DEX | | |
| <input checked="" type="checkbox"/> SENSE MOTIVE | | =WIS | | |
| <input type="checkbox"/> SLEIGHT OF HAND * | | =DEX | | |
| <input type="checkbox"/> SPELLCRAFT * | | =INT | | |
| <input checked="" type="checkbox"/> STEALTH | | =DEX | | |
| <input type="checkbox"/> SURVIVAL | | =WIS | | |
| <input checked="" type="checkbox"/> SWIM | | =STR | | |
| <input type="checkbox"/> USE MAGIC DEVICE * | | =CHA | | |
| <input type="checkbox"/> | | | | |
| <input type="checkbox"/> | | | | |
| <input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY | | | | |

CONDITIONAL MODIFIERS:

LANGUAGES:

FEATS

[illegible]

KI ABILITIES

KI COST

[illegible]

RACIAL TRAITS

| RACIAL TRAITS |
|---------------|
| |
| |
| |
| |
| |
| |

CLASS FEATURES

[illegible]

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

NOTES

[illegible]



PALADIN

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME ABILITY SCORE ABILITY MODIFIER TEMP. SCORE TEMP. MODIFIER

STR STRENGTH

DEX DEXTERITY

CON CONSTITUTION

INT INTELLIGENCE

WIS WISDOM

CHA CHARISMA

HP HIT POINTS TOTAL NONLETHAL DAMAGE

WOUNDS / CURRENT HP

INITIATIVE TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESISTANCE

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

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION TOTAL = BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

REFLEX DEXTERITY

WILL WISDOM

B.A.B. LAY ON HANDS

CMB TOTAL = B.A.B. STR MODIFIER SIZE MODIFIER MODIFIERS

CMD TOTAL = B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER + 10

SMITE EVIL

ATTACK BONUS

DAMAGE

EVIL / UNDEAD

CRITICAL TYPE SPECIAL PROPERTIES

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

TYPE RANGE AMMUNITION SPECIAL PROPERTIES

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

TYPE RANGE AMMUNITION SPECIAL PROPERTIES

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

TYPE RANGE AMMUNITION SPECIAL PROPERTIES

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

TYPE RANGE AMMUNITION SPECIAL PROPERTIES

MOVEMENT

FT. SQ. BASE SPEED ARMOR SPEED BURROW FT. FT. CLIMB TEMP. MODIFIERS FLY MANUEVERABILITY SWIM

SKILLS

SKILL NAME

TOTAL BONUS

ABILITY MOD.

RANKS

MISC. MOD.

- ☐ ACROBATICS =DEX + +
- ☐ APPRAISE =INT + +
- ☐ BLUFF =CHA + +
- ☐ CLIMB =STR + +
- ☒ CRAFT =INT + +
- ☒ CRAFT =INT + +
- ☒ DIPLOMACY =CHA + +
- ☐ DISABLE DEVICE * =DEX + +
- ☐ DISGUISE =CHA + +
- ☐ ESCAPE ARTIST =DEX + +
- ☐ FLY =DEX + +
- ☒ HANDLE ANIMAL * =CHA + +
- ☒ HEAL =WIS + +
- ☐ INTIMIDATE =CHA + +
- ☐ KNOWLEDGE (ARCANA) * =INT + +
- ☐ KNOWLEDGE (DUNGEONEERING) * =INT + +
- ☐ KNOWLEDGE (ENGINEERING) * =INT + +
- ☐ KNOWLEDGE (GEOGRAPHY) * =INT + +
- ☐ KNOWLEDGE (HISTORY) * =INT + +
- ☐ KNOWLEDGE (LOCAL) * =INT + +
- ☐ KNOWLEDGE (NATURE) * =INT + +
- ☒ KNOWLEDGE (NOBILITY) * =INT + +
- ☐ KNOWLEDGE (PLANES) * =INT + +
- ☒ KNOWLEDGE (RELIGION) * =INT + +
- ☐ LINGUISTICS * =INT + +
- ☐ PERCEPTION =WIS + +
- ☐ PERFORM =CHA + +
- ☐ PERFORM =CHA + +
- ☒ PROFESSION * =WIS + +
- ☒ PROFESSION * =WIS + +
- ☒ RIDE =DEX + +
- ☒ SENSE MOTIVE =WIS + +
- ☐ SLEIGHT OF HAND * =DEX + +
- ☒ SPELLCRAFT * =INT + +
- ☐ STEALTH =DEX + +
- ☐ SURVIVAL =WIS + +
- ☐ SWIM =STR + +
- ☐ USE MAGIC DEVICE * =CHA + +
- ☐ CONCENTRATION =CHA + C. LVL +
- ☐ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM WEIGHT AC BONUS CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD _____ LIFT OVER HEAD **MAX**

MEDIUM LOAD _____ LIFT OFF GROUND **MAX x2**

HEAVY LOAD _____ PUSH OR DRAG **MAX x5**

WEALTH

COINS VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD REF.

FACE REF.

THROAT REF.

SHOULDERS REF.

BODY REF.

TORSO REF.

ARMS REF.

HANDS REF.

WAIST REF.

FEET REF.

RING REF.

RING REF.

OTHER/NOTES

FEATS

| | |
|-------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

| | |
|-------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

SPELLS

| SPELLS KNOWN | SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|----------------------|----------------------|-------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | 1ST | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 2ND | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 3RD | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 4TH | <input type="text"/> | <input type="text"/> |

CONDITIONAL MODIFIERS

MERCIES

CLASS FEATURES

CHANNEL ENERGY

| | | | | | | | | |
|----------------------|---------|----------------------|--------|----------------------|---|----------------------|---|----------------------|
| <input type="text"/> | SAVE DC | <input type="text"/> | = 10 + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> |
| DAMAGE | | TOTAL | | 1/2 PALADIN LEVEL | | CHARISMA MODIFIER | | MISC. |

LAY ON HANDS

| | | |
|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| USES PER DAY | TOUCH ATTACK | HEALING / DAMAGE |

RACIAL TRAITS

NOTES

EXPERIENCE

| | |
|-------------|----------------------|
| EXPERIENCE: | <input type="text"/> |
| NEXT LEVEL: | <input type="text"/> |



| | | | | | | | |
|-----------------|------|-----------|----------|--------|--------|------|------|
| CHARACTER NAME | | ALIGNMENT | PLAYER | | | | |
| CHARACTER LEVEL | | DEITY | HOMELAND | | | | |
| CAMPAIGN | | | | | | | |
| RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES |

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER |
|---------------------|---------------|------------------|-------------|----------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

| | | | | | | | | | | | | | |
|-------------------|--|-----------|-------------|--------------|--------------|---------------|---------------|---------------------|----------------|--|--|--|--|
| AC ARMOR CLASS | | =10+ | | | | | | | | | | | |
| TOTAL | | | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC. MODIFIER | | | | |
| TOUCH | | MODIFIERS | | | | | | | | | | | |
| FLAT FOOTED | | | | | | | | | | | | | |

| | | | | | | | | | | | | | | | | | |
|---------------------------|--|---|-----------|------------------|----------------|----------------|----------------|-----------|--|--|--|--|--|--|--|--|--|
| FORTITUDE CONSTITUTION | | = | | | | | | | | | | | | | | | |
| REFLEX DEXTERITY | | = | | | | | | | | | | | | | | | |
| WILL WISDOM | | = | | | | | | | | | | | | | | | |
| TOTAL | | | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | MODIFIERS | | | | | | | | | |

| | | | | | | | | | | | | | | | | | |
|-------------------|--|---|--------|--------------|---------------|---------------|------|--|--|--|--|--|--|--|--|--|--|
| BASE ATTACK BONUS | | | | | | | | | | | | | | | | | |
| CMB | | = | | | | | | | | | | | | | | | |
| TOTAL | | | B.A.B. | STR MODIFIER | SIZE MODIFIER | MODIFIERS | | | | | | | | | | | |
| CMD | | = | | | | | | | | | | | | | | | |
| TOTAL | | | B.A.B. | STR MODIFIER | DEX MODIFIER | SIZE MODIFIER | + 10 | | | | | | | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

| WEAPON | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|--------------|--------------------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | |
| | | | | |

| MOVEMENT | | | |
|-----------------|-----------------|-------------|-------|
| FT. | SG. | FT. | SG. |
| BASE SPEED | | ARMOR SPEED | |
| | | | |
| FT. | | FT. | |
| FLY | MANEUVERABILITY | SWIM | CLIMB |
| TEMP. MODIFIERS | | | |

| SKILLS | | | | |
|---|-------------|--------------|-------|------------|
| SKILL NAME | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |
| <input type="checkbox"/> ACROBATICS | | =DEX | | |
| <input type="checkbox"/> APPRAISE | | =INT | | |
| <input type="checkbox"/> BLUFF | | =CHA | | |
| <input checked="" type="checkbox"/> CLIMB | | =STR | | |
| <input checked="" type="checkbox"/> CRAFT | | =INT | | |
| <input checked="" type="checkbox"/> CRAFT | | =INT | | |
| <input type="checkbox"/> DIPLOMACY | | =CHA | | |
| <input type="checkbox"/> DISABLE DEVICE * | | =DEX | | |
| <input type="checkbox"/> DISGUISE | | =CHA | | |
| <input type="checkbox"/> ESCAPE ARTIST | | =DEX | | |
| <input type="checkbox"/> FLY | | =DEX | | |
| <input checked="" type="checkbox"/> HANDLE ANIMAL * | | =CHA | | |
| <input checked="" type="checkbox"/> HEAL | | =WIS | | |
| <input checked="" type="checkbox"/> INTIMIDATE | | =CHA | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (ARCANA) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (HISTORY) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (LOCAL) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (NATURE) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (PLANES) * | | =INT | | |
| <input type="checkbox"/> KNOWLEDGE (RELIGION) * | | =INT | | |
| <input type="checkbox"/> LINGUISTICS * | | =INT | | |
| <input checked="" type="checkbox"/> PERCEPTION | | =WIS | | |
| <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"/> RIDE | | =DEX | | |
| <input type="checkbox"/> SENSE MOTIVE | | =WIS | | |
| <input type="checkbox"/> SLEIGHT OF HAND * | | =DEX | | |
| <input checked="" type="checkbox"/> SPELLCRAFT * | | =INT | | |
| <input checked="" type="checkbox"/> STEALTH | | =DEX | | |
| <input checked="" type="checkbox"/> SURVIVAL | | =WIS | | |
| <input checked="" type="checkbox"/> SWIM | | =STR | | |
| <input type="checkbox"/> USE MAGIC DEVICE * | | =CHA | | |
| <input type="checkbox"/> CONCENTRATION | | =WIS | | |
| <input type="checkbox"/> | | | | |
| <input checked="" type="checkbox"/> CLASS SKILL | | | | |
| * TRAINED ONLY | | | | |

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

WEIGHT

AC BONUS

CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD

LIFT OVER HEAD

MAX

MEDIUM LOAD

LIFT OFF GROUND

MAX x2

HEAVY LOAD

PUSH OR DRAG

MAX x5

WEALTH

COINS

VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD

REF.

FACE

REF.

THROAT

REF.

SHOULDERS

REF.

BODY

REF.

TORSO

REF.

ARMS

REF.

HANDS

REF.

WAIST

REF.

FEET

REF.

RING

REF.

RING

REF.

OTHER/NOTES

FEATS

| | |
|-------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

| | |
|-------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

SPELLS

| SPELLS KNOWN | SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|----------------------|----------------------|-------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | 1ST | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 2ND | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 3RD | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 4TH | <input type="text"/> | <input type="text"/> |

CONDITIONAL MODIFIERS

COMBAT STYLE FEATS

RACIAL TRAITS

CLASS FEATURES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

FAVORED ENEMY

YOU GET A BONUS TO BLUFF, KNOWLEDGE, PERCEPTION, SENSE MOTIVE, ATTACK AND DAMAGE ROLLS MADE AGAINST YOUR FAVORED ENEMIES.

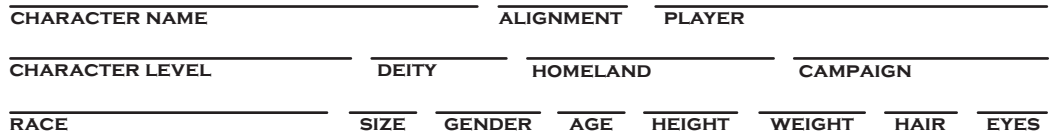
| CREATURE TYPE (SUBTYPE) | BONUS |
|-------------------------|-------|
| <input type="text"/> | [+] |
| <input type="text"/> | [+] |
| <input type="text"/> | [+] |
| <input type="text"/> | [+] |
| <input type="text"/> | [+] |

FAVORED TERRAIN

YOU GET A BONUS TO INITIATIVE, KNOWLEDGE (GEOGRAPHY), PERCEPTION, STEALTH, AND SURVIVAL. YOU LEAVE NO TRACKS WHILE IN FAVORED TERRAIN.

| TERRAIN TYPE | BONUS |
|----------------------|-------|
| <input type="text"/> | [+] |
| <input type="text"/> | [+] |
| <input type="text"/> | [+] |
| <input type="text"/> | [+] |

NOTES



| MOVEMENT | | | | |
|---|---|----------------------------------|--|--|
| <div>FT. SQ.</div> <div>BASE SPEED</div> | <div>FT. SQ.</div> <div>ARMOR SPEED</div> | <div>FT.</div> <div>BURROW</div> | | |
| <div>FT.</div> <div>FLY MANEUVERABILITY</div> | <div>FT.</div> <div>SWIM</div> | <div>FT.</div> <div>CLIMB</div> | | |
| TEMP. MODIFIERS | | | | |

| SKILLS | | | | |
|------------|-------------|--------------|-------|------------|
| SKILL NAME | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |

| | | | | | | | |
|---|-------|------|-------|---|-------|---|-------|
| <input checked="" type="checkbox"/> ACROBATICS | _____ | =DEX | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> APPRAISE | _____ | =INT | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> BLUFF | _____ | =CHA | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> CLIMB | _____ | =STR | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> CRAFT _____ | _____ | =INT | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> CRAFT _____ | _____ | =INT | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> DIPLOMACY | _____ | =CHA | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> DISABLE DEVICE * | _____ | =DEX | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> DISGUISE | _____ | =CHA | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> ESCAPE ARTIST | _____ | =DEX | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> FLY | _____ | =DEX | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> HANDLE ANIMAL * | _____ | =CHA | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> HEAL | _____ | =WIS | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> INTIMIDATE | _____ | =CHA | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> KNOWLEDGE (ARCANA) * | _____ | =INT | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING) * | _____ | =INT | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING) * | _____ | =INT | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) * | _____ | =INT | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> KNOWLEDGE (HISTORY) * | _____ | =INT | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> KNOWLEDGE (LOCAL) * | _____ | =INT | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> KNOWLEDGE (NATURE) * | _____ | =INT | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY) * | _____ | =INT | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> KNOWLEDGE (PLANES) * | _____ | =INT | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> KNOWLEDGE (RELIGION) * | _____ | =INT | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> LINGUISTICS * | _____ | =INT | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> PERCEPTION | _____ | =WIS | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> PERFORM _____ | _____ | =CHA | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> PERFORM _____ | _____ | =CHA | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> PROFESSION * _____ | _____ | =WIS | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> PROFESSION * _____ | _____ | =WIS | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> RIDE | _____ | =DEX | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> SENSE MOTIVE | _____ | =WIS | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> SLEIGHT OF HAND * | _____ | =DEX | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> SPELLCRAFT * | _____ | =INT | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> STEALTH | _____ | =DEX | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> SURVIVAL | _____ | =WIS | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> SWIM | _____ | =STR | _____ | + | _____ | + | _____ |
| <input checked="" type="checkbox"/> USE MAGIC DEVICE * | _____ | =CHA | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> _____ | _____ | | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> _____ | _____ | | _____ | + | _____ | + | _____ |

☒ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

LANGUAGES:

LANGUAGES:

LANGUAGES:

[illegible]

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

WEIGHT

AC BONUS

CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD

LIFT OVER HEAD

MAX

MEDIUM LOAD

LIFT OFF GROUND

MAX x2

HEAVY LOAD

PUSH OR DRAG

MAX x5

WEALTH

COINS

VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD

REF.

FACE

REF.

THROAT

REF.

SHOULDERS

REF.

BODY

REF.

TORSO

REF.

ARMS

REF.

HANDS

REF.

WAIST

REF.

FEET

REF.

RING

REF.

RING

REF.

OTHER/NOTES





INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

WEIGHT

AC BONUS

CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD

LIFT OVER HEAD

MAX

MEDIUM LOAD

LIFT OFF GROUND

MAX x2

HEAVY LOAD

PUSH OR DRAG

MAX x5

WEALTH

COINS

VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD

REF.

FACE

REF.

THROAT

REF.

SHOULDERS

REF.

BODY

REF.

TORSO

REF.

ARMS

REF.

HANDS

REF.

WAIST

REF.

FEET

REF.

RING

REF.

RING

REF.

OTHER/NOTES

FEATS

| | |
|-------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

| | |
|-------|-----------|
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |
| FEAT | PAGE REF. |
| NOTES | |

SPELLS

| SPELLS KNOWN | SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|--------------|---------------|-------|----------------|--------------|
| | | 0 | | — |
| | | 1ST | | |
| | | 2ND | | |
| | | 3RD | | |
| | | 4TH | | |
| | | 5TH | | |
| | | 6TH | | |
| | | 7TH | | |
| | | 8TH | | |
| | | 9TH | | |

CONDITIONAL MODIFIERS

BLOODLINE/SPECIALTY SCHOOL

PROHIBITED SCHOOLS

CLASS FEATURES

SAVE DC = 10 + + +
 TOTAL 1/2 CLASS LEVEL KEY ABILITY MODIFIER MISC.

RACIAL TRAITS

EXPERIENCE

EXPERIENCE:
 NEXT LEVEL:

NOTES