CHARACTER | PLAYER

RACE | LVL ADJUSTMENT | DEITY | SIZE

HEIGHT | WEIGHT | AGE | GENDER | ALIGNMENT

SKIN | HAIR | EYES

CHARACTER PORTRAIT OR SYMBOL

ABILITY	ABILITY SCORE	ABILITY MODIFIER	BASE SCORE	LEVEL ADJSMNT	MAGIC ITEMS	_____
STR STRENGTH						
DEX DEXTERITY						
CON CONSTITUTION						
INT INTELLIGENCE						
WIS WISDOM						
CHA CHARISMA						

HP HITPOINTS	CURRENT HITPOINTS
SR SPELL RESIST	
DR DAMAGE RESIST	
INIT INITIATIVE	
MISC	CURRENT SUBDUAL
MISC	

CLASS	LVL
A	
B	
C	
D	

LEVEL ADJUSTMENT + CLASS LEVELS

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	TOTAL		ARMOR	SHIELD	DEX	SIZE	NATURAL	DEFLECTION	_____	
AC ARMOR CLASS		=10+			DEX					MAX DEX BONUS
FLAT-FOOT ARMOR CLASS		=10+								CHECK PENALTY
TOUCH ARMOR CLASS		=10+			DEX					ARCANE FAILURE

ARMOR/SHIELD	TYPE	AC BONUS	MAX DEX	CHECK PENALTY	ARCANE FAILURE	MAX SPEED	WEIGHT

SAVING THROWS	TOTAL	CLASS BASE A	B	C	D	ABILITY	ITEMS	MAGIC	_____
FORTITUDE CONSTITUTION						CON			
REFLEX DEXTERITY						DEX			
WILL WISDOM						WIS			

	TOTAL
BASE SPEED	
FLY SPEED	
SPEED	

ATTACK BONUSES	TOTAL	MULTIPLE ATTACKS 2ND	3RD	4TH	CLASS BASE A	B	C	D	ABILITY	SIZE	_____	_____
MELEE STRENGTH									STR			
RANGED DEXTERITY									DEX			
GRAPPLE STRENGTH									STR			

FEATS, CLASS & RACIAL ABILITIES

TYPE	NAME & DESCRIPTION	TYPE	NAME & DESCRIPTION

1-7 DENOTES A FEAT GAINED BY LEVELING; **F** DENOTES A FEAT; **R** DENOTES A RACIAL ABILITY; **C** DENOTES A CLASS ABILITY, **S** FOR SKILL TRICK[cs82]
USE THESE IN COMBINATION TO RECORD FROM WHERE YOUR ABILITIES ARE GRANTED.

SKILLS

SKILL TRICKS | TOTAL POINTS | MAX RANKS /

SKILL MAX (LVL + 3); CROSS CLASS (LVL + 3) / 2

CLASS A	B	C	D	SKILL	CHECK PENALTY	TOTAL	RANKS	ABILITY	_____	_____
○	○	○	○	APPRAISE				INT		
○	○	○	○	AUTOHYPNOSIS ■				WIS		
○	○	○	○	BALANCE	____-			DEX		
○	○	○	○	BLUFF				CHA		
○	○	○	○	CLIMB	____-			STR		
○	○	○	○	CONCENTRATION				CON		
○	○	○	○	CRAFT ( )				INT		
○	○	○	○	DECIPHER SCRIPT ■				INT		
○	○	○	○	DIPLOMACY				CHA		
○	○	○	○	DISABLE DEVICE ■				INT		
○	○	○	○	DISGUISE				CHA		
○	○	○	○	ESCAPE ARTIST	____-			DEX		
○	○	○	○	FORGERY				INT		
○	○	○	○	GATHER INFORMATION				CHA		
○	○	○	○	HANDLE ANIMAL ■				CHA		
○	○	○	○	HEAL				WIS		
○	○	○	○	HIDE	____-			DEX		
○	○	○	○	INTIMIDATE				CHA		
○	○	○	○	JUMP	____-			STR		
○	○	○	○	KNOWLEDGE ■ ( )				INT		
○	○	○	○	KNOWLEDGE ■ ( )				INT		
○	○	○	○	KNOWLEDGE ■ ( )				INT		
○	○	○	○	KNOWLEDGE ■ ( )				INT		
○	○	○	○	LISTEN				WIS		
○	○	○	○	MOVE SILENTLY	____-			DEX		
○	○	○	○	OPEN LOCK ■				DEX		
○	○	○	○	PERFORM ■ ( )				CHA		
○	○	○	○	PROFESSION ■ ( )				WIS		
○	○	○	○	PSICRAFT ■				INT		
○	○	○	○	RIDE				DEX		
○	○	○	○	SEARCH				INT		
○	○	○	○	SENSE MOTIVE				WIS		
○	○	○	○	SLEIGHT OF HAND ■	____-			DEX		
○	○	○	○	SPEAK LANGUAGE ■				INT		
○	○	○	○	SPELLCRAFT ■				INT		
○	○	○	○	SPOT				WIS		
○	○	○	○	SURVIVAL				WIS		
○	○	○	○	SWIM	____-			STR		
○	○	○	○	TUMBLE ■	____-			DEX		
○	○	○	○	USE MAGIC DEVICE ■				CHA		
○	○	○	○	USE PSIONIC DEVICE ■				CHA		
○	○	○	○	USE ROPE				DEX		
○	○	○	○							
○	○	○	○							
○	○	○	○							
○	○	○	○							
○	○	○	○							
○	○	○	○							
○	○	○	○							
○	○	○	○							

■ DENOTES A SKILL THAT *MUST BE TRAINED FOR USE.*
○ CHECK THIS MARK TO DENOTE A CLASS SKILL.

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WEAPON / ATTACK	ENHANCE	_____	TOTAL	2ND	3RD	4TH	5TH	DAMAGE	CRITICAL	RANGE	TYPE	SIZE

AMMUNITION | AMMUNITION | AMMUNITION | AMMUNITION

EQUIPMENT

BAG	QTY	ITEM	NOTES	WEIGHT	BAG	QTY	ITEM	NOTES	WEIGHT

TOTAL WEIGHT

BAGS & CONTAINERS

BAG	BAG & CONTAINER TYPE / NAME	VOLUME	WEIGHT	NOTES

ATTACH SYMBOLS TO YOUR BAGS, BELTS AND CONTAINERS TO EASILY IDENTIFY THEM IN YOUR EQUIPMENT LISTINGS.

ENCUMBRANCE

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	-3	x4
HEAVY		+1	-6	x3

CHARGED ITEMS & ABILITIES

BAG	ABILITY NAME & DESCRIPTION	SAVE DC	CHARGES

WORN ITEMS

LOCATION	WORN ITEM
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
WAIST	
FEET	
RING	
RING	
MISC	
MISC	

WEALTH

PP	
GP	
SP	
CP	

EXPERIENCE

CURRENT EXPERIENCE	EXPERIENCE NEEDED TO LEVEL (LEVEL x 1000)

(RESET YOUR CURRENT EXP TO 0 EACH TIME YOU LEVEL FOR LVL x 1000 TO WORK)

LANGUAGES

COMPANION, FAMILIAR, PSICRYSTAL

NAME:

RACE / TEMPLATE:

CLASS: LEVEL / HD:

ABILITY	ABILITY SCORE
STR STRENGTH	
DEX DEXTERITY	
CON CONSTITUTION	
INT INTELLIGENCE	
WIS WISDOM	
CHA CHARISMA	

COMBAT MODIFIERS

HP HITPOINTS	
AC ARMOR CLASS	
INIT INITIATIVE	
SPD SPEED	
BAB ATTACK BONUS	
GRP GRAPPLE	

STATUS CURRENT HITPOINTS

FORT FORTITUDE	
REF REFLEX	
WILL WILLPOWER	

ATTACKS

1ST	2ND	3RD	4TH	DMG / CRIT

SPECIAL QUALITIES & ATTACKS PAGE REF

NOTES & EXTRA FEATS

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SPELLS, PSIONICS, & ABILITIES

READIED	SPELL NAME	QTY / PAGE REF	READIED	SPELL NAME	QTY / PAGE REF

0 — POINTS TO CAST: NA

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

1st — POINTS TO CAST: 1

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

2nd — POINTS TO CAST: 3

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

3rd — POINTS TO CAST: 5

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

4th — POINTS TO CAST: 7

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

5th — POINTS TO CAST: 9

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

6th — POINTS TO CAST: 11

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

7th — POINTS TO CAST: 13

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

8th — POINTS TO CAST: 15

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

9th — POINTS TO CAST: 17

SPELLS CAST TODAY ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

ABILITY DCs

SPELLS SAVE DC	LEVEL	TOTAL SPELLS	SPELLS PER DAY	ABILITY BONUS	BONUS SPELLS	TOTAL KNOWN
	0			0		
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

SHORT: 25FT + 5FT / 2 LVL ☐ MEDIUM: 100FT + 10FT / LVL ☐ LONG: 400FT + 40FT / LVL ☐

POINTS POWER & SPELL POINTS — TOTAL ☐ = CLASS ☐ ABILITY ☐ MISC ☐

TURN UNDEAD

TIMES TIMES PER DAY — TOTAL ☐ = 3 + ABILITY ☐ MISC ☐

CHECK CHECK SAVE DC — TOTAL ☐ = d20 + ABILITY ☐ MISC ☐

DAMAGE DAMAGE — TOTAL ☐ = 2d6 + ABILITY ☐ LEVEL ☐ MISC ☐

DOMAIN & SCHOOL

DOMAIN / SCHOOL:

POWER

DOMAIN / SCHOOL:

POWER

DOMAIN / SCHOOL:

POWER

DOMAIN / SCHOOL:

POWER

BANNED SCHOOLS:

NOTES

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