character name | type(s) | player

class(es) | race | alignment | deity/belief | level | caster level

size | age | gender | height | weight | eyes | hair | skin | region/homeland/nation

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	RAGE SCORE	RAGE MODIFIER
STR strength						
DEX dexterity						
CON constitution						
INT intelligence						
WIS wisdom						
CHA charisma						

HP hit points — TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | FAST HEALING | REGENERATION | HIT DIE TYPE

SPEED — FLY | LAND | BURROW | SWIM

AC armor class — TOTAL = FLAT-FOOTED | TOUCH | ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + MISC MODIFIER

MISS CHANCE | DAMAGE REDUCTION | COLD RESISTANCE | FIRE RESISTANCE | ACID RESISTANCE | SONIC RESISTANCE | ELECTRICITY RESISTANCE | SPELL RESISTANCE | POWER RESISTANCE | ARCANE FAILURE | ARMOR CHECK

INITIATIVE modifier — TOTAL = DEX MOD + MISC MOD

BASE attack bonus

SNEAK ATTACK bonus

POWER points — TOTAL = BASE + BOUNS POINTS | CURRENT PP

FREE talents — TOTAL = BASE + BONUS TALENTS | CURRENT FREE TALENTS

CLASS FEATURES — TOTAL = BASE + BOUNS | CURRENT

RAGE per day

MUSIC per day

TURN/REBUKE per day

WILD SHAPE per day

STUNNING FIST per day

DC

MELEE attack bonus — TOTAL = BASE ATTACK BONUS + STR MODIFIER + SIZE MODIFIER + MISC MODIFIER + TEMP. MODIFIER

RANGED attack bonus — TOTAL = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC MODIFIER + TEMP. MODIFIER

REFLEX (dexterity) — TOTAL = BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC MODIFIER + TEMP. MODIFIER

FORTITUDE (constitution)

WILLPOWER (wisdom)

WEAPONS

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WEIGHT	SPECIAL PROPERTIES

NOTES

ARMOR

	TYPE	ARMOR BONUS	CHECK PENALTY	MAX DEX	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

AMMUNITION

	AMOUNT	SHOT

SKILLS

MAX RANKS

CROSS CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	Alchemy	INT				
☐	Animal Empathy ●	INT				
☐	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*				
☐	Innuendo	WIS				
☐	Intimidate ●	CHA				
☐	Intuit Direction	WIS				
☐	Jump ●	STR*				
☐	Knowlege (ARCANA)	INT				
☐	Knowlege (ENGINEERING)	INT				
☐	Knowlege (GEOGRAPHY)	INT				
☐	Knowlege (HISTORY)	INT				
☐	Knowlege (LOCAL)	INT				
☐	Knowlege (NATURE)	INT				
☐	Knowlege (PSIONICS)	INT				
☐	Knowlege (THE PLANES)	INT				
☐	Knowlege (RELIGION)	INT				
☐	Listen ●	WIS				
☐	Move Silently ●	DEX*				
☐	Open Lock	DEX				
☐	Perform ● ( )	CHA				
☐	Psicraft	INT				
☐	Pick Pocket	DEX*				
☐	Profession ( )	WIS				
☐	Read Lips	INT				
☐	Ride	DEX				
☐	Remote View	INT				
☐	Search	INT				
☐	Sense Motive	WIS				
☐	Spellcraft	INT				
☐	Spot ●	WIS				
☐	Stabilize Self	CON				
☐	Swim ●	STR**				
☐	Tumble	DEX*				
☐	Use Magic Device	CHA				
☐	Use Psionic Device	CHA				
☐	Use Rope ●	DEX				
☐	Wilderness Lore ●	WIS				
☐						
☐						
☐						
☐						
☐						

*Armor check penalty
**-1 per 5lbs of gear
●Untrained

SKILL MODIFIERS

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