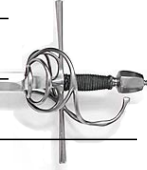


Character Name _____ Race _____ ECL _____ Player _____
 Class _____ Level _____ Alignment _____ Patron Deity _____



Size _____ Age _____ Gender _____ Height _____ Weight _____ Eyes _____ Hair _____ Skin _____ Homeland _____ Campaign _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	HP	AC	FLAT FOOTED AC	TOUCH AC	INITIATIVE	BASE ATTACK	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	DEFLECT. MODIFIER	SIZE MODIFIER	NAT. ARMOR	MISC. MODIFIER	DAMAGE REDUCT.	MISS CHANCE	SPELL FAILURE	CHECK PENALTY	SPELL RESIST.
STR																						
DEX																						
CON																						
INT																						
WIS																						
CHA																						

SKILLS					
CLASS	SKILL NAME	TOTAL	ABILITY MOD	RANKS	MISC MOD
1 2 3 4					
	Appraise ■		INT		
	Balance ■		Dex*		
	Bluff ■		CHA		
	Climb ■		STR*		
	Concentration ■		CON		
	Craft () ■		INT		
	Craft () ■		INT		
	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 (arcana)		INT		
	Knowledge (arch/eng)		INT		
	Knowledge (dungeon.)		INT		
	Knowledge (geography)		INT		
	Knowledge (history)		INT		
	Knowledge (local)		INT		
	Knowledge (local)		INT		
	Knowledge (local)		INT		
	Knowledge (nature)		INT		
	Knowledge (nobility)		INT		
	Knowledge (religion)		INT		
	Knowledge (the planes)		INT		
	Knowledge ()		INT		
	Knowledge ()		INT		
	Listen ■		WIS		
	Move Silently ■		DEX*		
	Open Lock		DEX		
	Perform ()		CHA		
	Perform ()		CHA		
	Perform ()		CHA		
	Profession ()		WIS		
	Profession ()		WIS		
	Ride ■		DEX		
	Search ■		INT		
	Sense Motive ■		WIS		
	Sleight of Hand		DEX*		
	Spellcraft		INT		
	Spot ■		WIS		
	Survival ■		WIS		
	Swim ■		STR*		
	Tumble		DEX*		
	Use Magic Device		CHA		
	Use Rope ■		DEX		

FORT	REF	WILL
TOTAL	TOTAL	TOTAL
BASE SAVE	BASE SAVE	BASE SAVE
ABILITY MODIFIER	ABILITY MODIFIER	ABILITY MODIFIER
MAGIC MODIFIER	MAGIC MODIFIER	MAGIC MODIFIER
MISC MODIFIER	MISC MODIFIER	MISC MODIFIER
TEMP. MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER
Conditional Modifiers	Conditional Modifiers	Conditional Modifiers
TEMP. TOTAL	TEMP. TOTAL	TEMP. TOTAL



MELEE	RANGED	GRAPPLE
TOTAL	TOTAL	TOTAL
BASE ATTACK BONUS	BASE ATTACK BONUS	BASE ATTACK BONUS
ABILITY MODIFIER	ABILITY MODIFIER	ABILITY MODIFIER
SIZE MODIFIER	SIZE MODIFIER	SIZE MODIFIER
MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER
TEMP. MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER

Character Sketch

WEAPON			
TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON			
TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON			
TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
Ammunition			

WEAPON			
TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			
Ammunition			

ARMOR						
TYPE	BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	
SEPCIAL PROPERTIES						

SHIELD						
TYPE	BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	
SEPCIAL PROPERTIES						

PROTECTIVE ITEMS			
BONUS	TYPE	MISCELLANEOUS	

DURATION TRACKER	
Effect	
Effect	
Effect	
Effect	

NOTES

■ Denotes a skill that can be used untrained
 * Armor check penalty applies (double penalty for swim)

