

Name _____ Class/Lvl _____
 Player _____ Exp Pts _____ Next _____ Alignment _____
 Race _____ Size _____ ECL _____ Religion _____

Ability Scores

Score	Mod
STR	
DEX	
CON	
INT	
WIS	
CHA	

Saving Throws

Base	Size	Mag	Disc	Temp
FORC	CON			
REFLEX	DEX			
WILL	WIS			

Hit Points

Damage	Non-Lethal
Damage Resist	
Energy Resist	

Armor Class

Armor Class = 10 +

Dex	Size	Deflect	Insight	Disc	Armor	Shield	Natural
Touch (no Armors)				Flat-footed (no Dex)			

Combat Stats

Total	Size	Disc	Base
Melee Combat	SCR		
Ranged Combat	DEX		
Grapple Attacks	SCR		

EXTRA +5 / -10 / -15 with Full Attacks

Initiative

Total	Size	Feat	Disc

Movement

Land	Climb	Fly	Swim

Attack I

To Hit	Dam + Mod	Crit	Range	Type	Size
Notes:					
Ammo					

Attack II

To Hit	Dam + Mod	Crit	Range	Type	Size
Notes:					
Ammo					

Attack III

To Hit	Dam + Mod	Crit	Range	Type	Size
Notes:					
Ammo					

Attack IV

To Hit	Dam + Mod	Crit	Range	Type	Size
Notes:					
Ammo					

Armor

AC	Mod	Mag	Dex	Cl Den	Spell Fail	Ute
Notes:						

Shield

AC	Mod	Mag	Dex	Cl Den	Spell Fail	Ute
Notes:						

Protective Item

AC	Mod	Ute
Notes:		

Protective Item

AC	Mod	Ute
Notes:		

Worn magic Items

Head -	Waist -
Eyes -	Arms -
Neck -	Hands -
Body -	Ring I -
Shoulders -	Ring II -
Torso -	Feet -

Typical Items in Hand

Left -	Right -
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Readied Items

Class?	Skills	TOTAL	Ranks	Size	Disc
	Appraise		INT		
	Autohypnosis +		WIS		
	Balance #		DEX		
	Buff		CHA		
	Climb #		STR		
	Concentration		CON		
	Craft		INT		
	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		
	Know + Arcana		INT		
	Know + Dungeon		INT		
	Know + Engineering		INT		
	Know + Geography		INT		
	Know + History		INT		
	Know + Local		INT		
	Know + Nature		INT		
	Know + Nobility		INT		
	Know + The Planes		INT		
	Know + Psionics		INT		
	Know + Religion		INT		
	Know +		INT		
	Listen		WIS		
	Move Silently #		DEX		
	Open Locks +		DEX		
	Perform		CHA		
	Perform		CHA		
	Perform		CHA		
	Perform		CHA		
	Perform		CHA		
	Profession +		WIS		
	Profession +		WIS		
	Psicraft +		INT		
	Ride		DEX		
	Search		INT		
	Sense Motive		WIS		
	Sight of Hand +/#		DEX		
	Spellcraft +		INT		
	Spot		WIS		
	Survival		WIS		
	Swim ##		STR		
	Tumble #		DEX		
	Use Magic Device +		CHA		
	Use Psionic Device +		CHA		
	Use Rope		DEX		

+ Training Required # Armor Check Penalty Applies

Description _____ Hair _____ Hgt _____ Age _____
 Eyes _____ Wgt _____ Sex _____

Equipment	WT

Equipment	WT

Equipment	WT
Total weight	

Feat	PG

Class Features	PG

Class Features	PG

Racial and Special Abilities	PG

Movement			
Tactical - 1 round			
Walk		Haste	
Run x3		Run x4	
Local - 1 minute (normal x 10)			
Walk		Haste	
Run x3		Run x4	
Overland - 1 hour (norm/10 = miles)			
Walk		Haste	
Overland - 1 day (8 hrs)			

Money and Treasure		
Platinum		Total
Gold		
Silver		
Copper		
Gems, Jewelry, Art, etc.		

Lifting	CDex	Oex	Ch Den	CDex Run
Light		Normal	Normal	Normal
Medium		+3	-3	x4
Heavy		+1	-6	x3
Lift 2x max (no Dex to AC, move 5ft/rd)				
Push/Drag 5x max				

Languages	

Notes
