



CHARACTER NUMBER

FACTION

EYES

SPEED LAND	<input type="text"/> FT. <input type="text"/> SQ.		<input type="text"/> FT. <input type="text"/> SQ.		TEMP MODIFIERS <input type="text"/>
	BASE SPEED		WITH ARMOR		
<input type="text"/> FT.	<input type="text"/> FT.	<input type="text"/> FT.	<input type="text"/> FT.	<input type="text"/> FT.	
FLY MANEUVERABILITY	SWIM	CLIMB	BURROW		

SKILLS

TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	MODIFIERS
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BASE ATTACK BONUS	<input style="width: 90%;" type="text"/>	SPELL RESISTANCE	<input style="width: 90%;" type="text"/>
CMB	<input style="width: 90%;" type="text"/>	=	<input style="width: 90%;" type="text"/>
	TOTAL		BASE ATTACK BONUS
		+	<input style="width: 90%;" type="text"/>
			STRENGTH MODIFIER
		+	<input style="width: 90%;" type="text"/>
			SIZE MODIFIER
			<input style="width: 90%;" type="text"/>
			MODIFIERS
CMD	<input style="width: 90%;" type="text"/>	=	<input style="width: 90%;" type="text"/>
	TOTAL		BASE ATTACK BONUS
		+	<input style="width: 90%;" type="text"/>
			STRENGTH MODIFIER
		+	<input style="width: 90%;" type="text"/>
			DEXTERITY MODIFIER
		+	<input style="width: 90%;" type="text"/>
			SIZE MODIFIER
			+ 10

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

SKILL NAMES	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"/> 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	_____ + _____	_____ + _____

☒ CLASS SKILL *TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

[illegible][illegible]

EXPERIENCE POINTS	FAME
	/
TOTAL FAME	CURRENT PRESTIGE

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"/>	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"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

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