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GENERAL

Character Name | Current - Experience - To Next | Player Name

Class | Level | Race | Alignment | Deity / Belief System

Size | Speed | Age | Gender | Height | Weight | Eyes | Hair | Complexion

INITIATIVE

Total | Dexterity Modifier | Misc. Modifier

ABILITY SCORES

Ability Name	Ability Score / Mod	Temporary Score / Mod
Strength		
Dexterity		
Constitution		
Intelligence		
Wisdom		
Charisma		

HIT POINTS

Total

Standard Damage

Nonlethal Damage

ARMOR CLASS

Total	Touch	Flat-Footed

Armor Bonus | Shield Bonus | Dex Mod | Size Mod | Natural Armor | Deflection / Misc Bonus

Armor Type / Shield Type / Notes (Armor Check Penalty?)

Armor Type / Shield Type / Notes (Arcane Failure?)

SAVING THROWS

Save	total	base	ability	magic	misc	temp
Fortitude		=	+ CON	+	+	+
Reflex		=	+ DEX	+	+	+
Will		=	+ WIS	+	+	+

SR ____ DR ____

ADDITIONAL MODIFIERS

Action Points	Reputation Bonus	Honor Score	Misc Score or Bonus

Contacts / Notes

LANGUAGES

COMBAT

Attack Type	ability	magic	misc	size	temp	base	total	(2nd)	(3rd)	(4th)
Melee	STR									
Ranged	DEX									
Unarmed	STR									
Grapple	STR			SPEC						

WEAPONS

Weapon Name	Magic	1st / 2nd / 3rd / 4th	Damage	Critical	Feat	Range	size/type
		/ / /					
		/ / /					
		/ / /					
		/ / /					
		/ / /					
		/ / /					

Ammunition ____ ?

Ammunition ____ ?

Ammunition ____ ?

SKILLS

Skill Name	total	rank	ability	misc
? Appraise		= *	+ INT	+
? 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	+
? Listen		= *	+ WIS	+
? Move Silently		= *	+ DEX	+ !
? Open Lock		=	+ DEX	+
? Perform _____		= *	+ CHA	+
? 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	+
? _____		=	+	+
? _____		=	+	+
? _____		=	+	+
? _____		=	+	+

? = Class Skill * = Untrained ! = Armor Check Penalty

FEATS

GEAR

Item	weight	Item	weight

Total weight : _____

Light Load	Medium Load	Heavy Load	Over Head (Max Load)	Off Ground (2 x Max)	Push/Drag (5 x Max)

FEATURES / TRAITS

COHORT / FAMILIAR / MOUNT

Name | Class / Level | Size / Type | Hit Dice | hit points | Initiative | Speed | AC (touch) (flat-footed)

Base Attack | Grapple | Attack | Full Attack | Space / Reach | Special Attacks

Special Qualities | Alignment | Fort | Will | Reflex | STR | DEX | CON | INT | WIS | CHA

Skills & Feats

Gear & Notes

COHORT / FAMILIAR / MOUNT

Name | Class / Level | Size / Type | Hit Dice | hit points | Initiative | Speed | AC (touch) (flat-footed)

Base Attack | Grapple | Attack | Full Attack | Space / Reach | Special Attacks

Special Qualities | Alignment | Fort | Will | Reflex | STR | DEX | CON | INT | WIS | CHA

Skills & Feats

Gear & Notes

COHORT / FAMILIAR / MOUNT

Name | Class / Level | Size / Type | Hit Dice | hit points | Initiative | Speed | AC (touch) (flat-footed)

Base Attack | Grapple | Attack | Full Attack | Space / Reach | Special Attacks

Special Qualities | Alignment | Fort | Will | Reflex | STR | DEX | CON | INT | WIS | CHA

Skills & Feats

Gear & Notes

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WEALTH

pp	gp	sp	cp

Other: _____

SPELLS

Domains / Specialty or Restricted Schools

Spell Level	Spell Save DC	Spells Known	Spells per Day	Bonus Spells
0				0
1				
2				
3				
4				
5				
6				
7				
8				
9				
*				

0-level _____

1st-level _____

2nd-level _____

3rd-level _____

4th-level _____

5th-level _____

6th-level _____

7th-level _____

8th-level _____

9th-level _____

Notes _____