

ABILITY SCORES

	ABILITY SCORE	ABILITY MODIFIER	BONUS	PENALTY	TEMP ADJUST
STR STRENGTH					
DEX DEXTERITY					
CON CONSTITUTION					
INT INTELLIGENCE					
WIS WISDOM					
CHA CHARISMA					

HIT POINTS

CURRENT HP

TOTAL HP TEMP HP

NONLETHAL DAMAGE

DAMAGE RESISTANCE

ENERGY RESISTANCE

CHARACTER INFORMATION

CHARACTER NAME ALIGNMENT PLAYER NAME

RACE DEITY HOMELAND

CLASSES LEVELS HIT DIE

SAVING THROWS

	TOTAL	BASE SAVE	CLASS BONUS	ABILITY MOD	MAGIC MOD	FEAT MOD	MISC MOD
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							
SPELL RESISTANCE		CONDITIONAL MODIFIERS					

SPEED

BASE SPEED WITH ARMOR

FLY SWIM CLIMB OTHER

INITIATIVE MODIFIER

TOTAL = DEX MOD + MISC MOD

NOTES

SKILLS

	TOTAL BONUS	ABILITY MOD	SKILL RANKS	MISC BONUS	COND. MOD		TOTAL BONUS	ABILITY MODS	SKILL RANKS	MISC BONUS	COND. MODS
<input type="checkbox"/> ACROBATICS		= DEX				<input type="checkbox"/> KNOWLEDGE (LOCAL)*		= INT			
<input type="checkbox"/> APPRAISE		= INT				<input type="checkbox"/> KNOWLEDGE (NATURE)*		= INT			
<input type="checkbox"/> BLUFF		= CHA				<input type="checkbox"/> KNOWLEDGE (NOBILITY)*		= INT			
<input type="checkbox"/> CLIMB		= STR				<input type="checkbox"/> KNOWLEDGE (PLANES)*		= INT			
<input type="checkbox"/> CRAFT _____		= INT				<input type="checkbox"/> KNOWLEDGE (RELIGION)*		= INT			
<input type="checkbox"/> CRAFT _____		= INT				<input type="checkbox"/> LINGUISTICS*		= INT			
<input type="checkbox"/> DIPLOMACY		= CHA				<input type="checkbox"/> PERCEPTION		= WIS			
<input type="checkbox"/> DISABLE DEVICE*		= DEX				<input type="checkbox"/> PERFORM _____		= CHA			
<input type="checkbox"/> DISGUISE		= CHA				<input type="checkbox"/> PERFORM _____		= CHA			
<input type="checkbox"/> ESCAPE ARTIST		= DEX				<input type="checkbox"/> PROFESSION* _____		= WIS			
<input type="checkbox"/> FLY		= DEX				<input type="checkbox"/> PROFESSION* _____		= WIS			
<input type="checkbox"/> HANDLE ANIMAL*		= CHA				<input type="checkbox"/> RIDE		= DEX			
<input type="checkbox"/> HEAL		= WIS				<input type="checkbox"/> SENSE MOTIVE		= CHA			
<input type="checkbox"/> INTIMIDATE		= CHA				<input type="checkbox"/> SLEIGHT OF HAND*		= DEX			
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		= INT				<input type="checkbox"/> SPELLCRAFT*		= INT			
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*		= INT				<input type="checkbox"/> STEALTH		= DEX			
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		= INT				<input type="checkbox"/> SURVIVAL		= WIS			
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*		= INT				<input type="checkbox"/> SWIM		= STR			
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		= INT				<input type="checkbox"/> USE MAGIC DEVICE*		= CHA			

ARMOR CLASS

	TOTAL		DEX MODIFIER	SIZE MODIFIER	ARMOR BONUS	SHIELD BONUS	NATURAL ARMOR	DODGE/ DEFLECT BONUS	MISC MOD				
ARMOR CLASS		= 10 +		+		+		+		+		+	
TOUCH <small>ARMOR CLASS</small>		= 10 +		+		+		+		+		+	
FLAT-FOOTED <small>ARMOR CLASS</small>		= 10 +		+		+		+		+		+	

	TOTAL		BASE ATTACK BONUS	STRENGTH MOD	DEXTERITY MOD	SIZE MOD	MISC BONUS
CMD <small>COMBAT MANEUVER DEFENSE</small>		= 10 +		+		+	

CONDITIONAL MODIFIERS

DEFENSIVE ITEMS

<small>ITEM</small>	<small>AC BONUS</small>	<small>TYPE</small>	
<small>CHECK PENALTY</small>	<small>SPELL FAILURE</small>	<small>WEIGHT</small>	<small>PROPERTIES</small>

<small>ITEM</small>	<small>AC BONUS</small>	<small>TYPE</small>	
<small>CHECK PENALTY</small>	<small>SPELL FAILURE</small>	<small>WEIGHT</small>	<small>PROPERTIES</small>

<small>ITEM</small>	<small>AC BONUS</small>	<small>TYPE</small>	
<small>CHECK PENALTY</small>	<small>SPELL FAILURE</small>	<small>WEIGHT</small>	<small>PROPERTIES</small>

<small>ITEM</small>	<small>AC BONUS</small>	<small>TYPE</small>	
<small>CHECK PENALTY</small>	<small>SPELL FAILURE</small>	<small>WEIGHT</small>	<small>PROPERTIES</small>

DEFENSIVE ABILITIES & FEATURES

<small>NAME</small>	<small>SOURCE BOOK</small>
<small>DESCRIPTION</small>	

<small>NAME</small>	<small>SOURCE BOOK</small>
<small>DESCRIPTION</small>	

<small>NAME</small>	<small>SOURCE BOOK</small>
<small>DESCRIPTION</small>	

ATTACK BONUSES

BASE ATTACK BONUS	
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	TOTAL		BASE ATTACK BONUS	STR MOD	SIZE MOD	MISC MOD			
MELEE ATTACK <small>BONUS</small>		=		+		+		+	

	TOTAL		BASE ATTACK BONUS	DEX MOD	SIZE MOD	MISC MOD			
RANGED ATTACK <small>BONUS</small>		=		+		+		+	

	TOTAL		BASE ATTACK BONUS	DEX MOD	SIZE MOD	MISC MOD			
CMB <small>COMBAT MANEUVER BONUS</small>		=		+		+		+	

OFFENSIVE ABILITIES & FEATURES

<small>NAME</small>	<small>SOURCE BOOK</small>	<small>NAME</small>	<small>SOURCE BOOK</small>
<small>DESCRIPTION</small>		<small>DESCRIPTION</small>	

<small>NAME</small>	<small>SOURCE BOOK</small>	<small>NAME</small>	<small>SOURCE BOOK</small>
<small>DESCRIPTION</small>		<small>DESCRIPTION</small>	

SPELLCASTING

CLASS LEVEL

SUBCLASS/ARCHETYPE

CONCENTRATION = + +

TOTAL CASTER ABILITY MISC
LEVEL MOD MOD

SPELLS KNOWN	SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	ABILITY BONUS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<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"/>	<input type="text"/>	3RD	<input type="text"/>	<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"/>	<input type="text"/>	5TH	<input type="text"/>	<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"/>	<input type="text"/>	7TH	<input type="text"/>	<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"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

PREPARED SPELLS

LEVEL	SPELL NAME	SOURCE
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

METAMAGIC

METAMAGIC FEAT	LEVEL ADJUST
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

SPELL-LIKE ABILITIES

SPELL NAME	TIMES PER DAY
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

SPECIAL ABILITIES

NAME SOURCE BOOK

DESCRIPTION

NAME SOURCE BOOK

DESCRIPTION

NAME SOURCE BOOK

DESCRIPTION

NAME SOURCE BOOK

DESCRIPTION

NAME SOURCE BOOK

DESCRIPTION

NAME SOURCE BOOK

DESCRIPTION

NAME SOURCE BOOK

DESCRIPTION

NAME SOURCE BOOK

DESCRIPTION

APPEARANCE

AGE	GENDER	HEIGHT	WEIGHT	SIZE

SKIN	HAIR	EYES

DISTINGUISHING FEATURES

GENERAL DESCRIPTION

CHARACTER PORTRAIT

BACKSTORY

PERSONALITY

GENERAL DESCRIPTION

LIKES

DISLIKES

IDEALS

FLAWS

PHOBIAS

UNIQUE TRAITS

FAMILY

ALLIES

FOES

AFFILIATIONS

ADVANCEMENT

BASE ABILITY SCORES	LEVEL	CLASS	HIT POINTS	FAV CLASS	ABILITY SCORE	FEATS	CLASS FEATURES
STR STRENGTH	1			<input type="checkbox"/>			
DEX DEXTERITY	2			<input type="checkbox"/>			
CON CONSTITUTION	3			<input type="checkbox"/>			
INT INTELLIGENCE	4			<input type="checkbox"/>			
WIS WISDOM	5			<input type="checkbox"/>			
CHA CHARISMA	6			<input type="checkbox"/>			
	7			<input type="checkbox"/>			
	8			<input type="checkbox"/>			
	9			<input type="checkbox"/>			
	10			<input type="checkbox"/>			
	11			<input type="checkbox"/>			
	12			<input type="checkbox"/>			
	13			<input type="checkbox"/>			
	14			<input type="checkbox"/>			
	15			<input type="checkbox"/>			
	16			<input type="checkbox"/>			
	17			<input type="checkbox"/>			
	18			<input type="checkbox"/>			
	19			<input type="checkbox"/>			
	20			<input type="checkbox"/>			

FAVORED CLASSES

CURRENT XP

TO NEXT LEVEL

SLOW
 MEDIUM
 FAST

RACIAL TRAITS

NOTES

CLASS FEATURES