

Name: Class: Level: Alignment: Patron Deity:	Race: <input type="checkbox"/> Small <input type="checkbox"/> Medium <input type="checkbox"/> Large Darkvision: <input type="checkbox"/> 60' <input type="checkbox"/> 90' <input type="checkbox"/> 120' <input type="checkbox"/> Low-Light Vision <input type="checkbox"/> Secret Door Sense <input type="checkbox"/> Stonecunning Base Speed: <input type="checkbox"/> Fast Movement <input type="checkbox"/> +4 Stability	Age: Height: Weight: Eyes: Hair: Skin: <input type="checkbox"/> Female <input type="checkbox"/> Male	EXPERIENCE: <input type="checkbox"/> Penalty to earned experience	2: 1K 7: 21K 12: 66K 17: 136K 3: 3K 8: 28K 13: 78K 18: 153K 4: 6K 9: 36K 14: 91K 19: 171K 5: 10K 10: 45K 15: 105K 20: 190K 6: 15K 11: 55K 16: 120K 21: 210K
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Ability	Score	Modifier	Temporary Adj.
STR:	:	:	
DEX:	:	:	
CON:	:	:	
INT:	:	:	
WIS:	:	:	
CHA:	:	:	

SAVING THROWS							Additional Saving Throw Bonuses			
Type of Save	Total	Base	Ability	Feat	Magic	Other	<input type="checkbox"/> +2 vs. fear.	<input type="checkbox"/> +2 vs. illusions.	<input type="checkbox"/> +__ vs. poison.	
Fortitude:	=	+	+	+	+		<input type="checkbox"/> +__ vs. enchantments. (<input type="checkbox"/> +4 vs. Fey)			
Reflex:	=	+	+	+	+		<input type="checkbox"/> +2 vs. spells & similar effects.	<input type="checkbox"/> +__ trap sense.		
Will:	=	+	+	+	+		other:			
Feats (each +2): <input type="checkbox"/> Great Fortitude. <input type="checkbox"/> Lightning Reflexes. <input type="checkbox"/> Iron Will. <input type="checkbox"/> Slippery Mind (second attempt to break charms)							Immunities			
							<input type="checkbox"/> Disease	<input type="checkbox"/> Organic Poison	<input type="checkbox"/> Fear	
							<input type="checkbox"/> Magical Disease	<input type="checkbox"/> Any Poison		
							<input type="checkbox"/> Magical Sleep	<input type="checkbox"/> Spell Resistance ()		

COMBAT

Base Attack Bonus:
 +1 vs. Goblinoids. Kobolds. Orcs.
+1 with thrown weapons.
 Other (favored enemies): _____

Two-Weapon Penalties: ____/____
Two-Weapon Fighting Feat. Improved 2WF Feat.
Greater 2WF Feat. Two-Weapon Defense Feat.

HIT POINTS Full: _____

Wounds & Injuries:

Damage Reduction: _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Toughness Feat (+3 hit pts. each time)
Raw Hit Die Rolls	

INITIATIVE

Total	Dexterity	Feat	Other
=	+	+	

Improved Initiative Feat (+4)

ARMOR CLASS +4 vs. giants. +__ trap sense.

Total	Base	Dexterity	Armor	Shield	Natural	Size	Deflection	Other
=	10	+	+	+	+	+	+	+

Armor Proficiency: Light Medium Heavy Shield Tower Shield
 Touch attacks negate armor & shield. Flat-footed negates dexterity & feats.

WEAPONRY

Attack Bonus	Damage		Criticals Roll	Range Mult.	Range Incr.	Weapon Feats
	Base	Bonus				
						<input type="checkbox"/> <input type="checkbox"/> Focus <input type="checkbox"/> <input type="checkbox"/> Specialization
						<input type="checkbox"/> Finesse <input type="checkbox"/> <input type="checkbox"/> Impr/Pwr Crit
						<input type="checkbox"/> <input type="checkbox"/> Focus <input type="checkbox"/> <input type="checkbox"/> Specialization
						<input type="checkbox"/> Finesse <input type="checkbox"/> <input type="checkbox"/> Impr/Pwr Crit
						<input type="checkbox"/> <input type="checkbox"/> Focus <input type="checkbox"/> <input type="checkbox"/> Specialization
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						<input type="checkbox"/> <input type="checkbox"/> Focus <input type="checkbox"/> <input type="checkbox"/> Specialization
						<input type="checkbox"/> Finesse <input type="checkbox"/> <input type="checkbox"/> Impr/Pwr Crit
						<input type="checkbox"/> <input type="checkbox"/> Focus <input type="checkbox"/> <input type="checkbox"/> Specialization
						<input type="checkbox"/> Finesse <input type="checkbox"/> <input type="checkbox"/> Impr/Pwr Crit

Missiles: _____

Grapple Modifier: ____ (Base attack plus strength modifier plus special size modifier)

Limited Use Abilities (Bardic Music, Rage, Smite, Turn Undead, Wild Shape, etc.)

_____/day _____/day _____/day _____/day

_____ _____ _____ _____ _____

COMBAT FEATS & ABILITIES

=Feats. =Class Abilities. (second box for greater or improved ability)

<input type="checkbox"/> Blind Fight	<input type="checkbox"/> Mounted Combat	<input type="checkbox"/> <input type="checkbox"/> Rage
<input type="checkbox"/> Blindsight, 5ft.	<input type="checkbox"/> Mounted Archery	<input type="checkbox"/> Indomitable Will
<input type="checkbox"/> Breath Weapon	<input type="checkbox"/> Ride By Attack	<input type="checkbox"/> Tireless Rage
<input type="checkbox"/> Combat Expertise	<input type="checkbox"/> Spirited Charge	<input type="checkbox"/> Mighty Rage
<input type="checkbox"/> Disarm, Improved	<input type="checkbox"/> Trample	<input type="checkbox"/> Rapid Reload
<input type="checkbox"/> Feint, Improved	<input type="checkbox"/> Opportunist	<input type="checkbox"/> Shield Bash, Improved
<input type="checkbox"/> Superior Expertise	<input type="checkbox"/> Plant Defiance	<input type="checkbox"/> Smite Evil/Good
<input type="checkbox"/> Trip, Improved	<input type="checkbox"/> Plant Control	<input type="checkbox"/> Sneak Attack +__d6
<input type="checkbox"/> Knock-Down	<input type="checkbox"/> Point Blank Shot	<input type="checkbox"/> Crippling Strike
<input type="checkbox"/> Combat Reflexes	<input type="checkbox"/> Enhance Arrow+__	<input type="checkbox"/> Impromptu Sneak
<input type="checkbox"/> Hold the Line	<input type="checkbox"/> Far Shot	<input type="checkbox"/> Turn/Rebuke Undead
<input type="checkbox"/> Death Attack	<input type="checkbox"/> Imbue Arrow	<input type="checkbox"/> Divine Might
<input type="checkbox"/> Defensive Roll	<input type="checkbox"/> Precise Shot	<input type="checkbox"/> Divine Vengeance
<input type="checkbox"/> Defensive Stance	<input type="checkbox"/> Sharpshooting	<input type="checkbox"/> Extra Turning
<input type="checkbox"/> Mobile Defense	<input type="checkbox"/> Rapid Shot	<input type="checkbox"/> Unarmed Strike, Improved
<input type="checkbox"/> Dodge	<input type="checkbox"/> Manyshot	<input type="checkbox"/> Deflect Arrows
<input type="checkbox"/> Mobility	<input type="checkbox"/> Shot on the Run	<input type="checkbox"/> Snatch Arrows
<input type="checkbox"/> Acrobatic Charge	<input type="checkbox"/> Power Attack	<input type="checkbox"/> Grapple, Improved
<input type="checkbox"/> Canny Defense	<input type="checkbox"/> Bull Rush, Improved	<input type="checkbox"/> Ki Strike
<input type="checkbox"/> Elaborate Parry	<input type="checkbox"/> Awesome Blow	<input type="checkbox"/> Stunning Fist
<input type="checkbox"/> Spring Attack	<input type="checkbox"/> Cleave	<input type="checkbox"/> Uncanny Dodge
<input type="checkbox"/> Whirlwind Attack	<input type="checkbox"/> Overrun, Improved	Other Feats & Abilities
<input type="checkbox"/> Evasion	<input type="checkbox"/> Sunder, Improved	
<input type="checkbox"/> Eyes in Back of Head	<input type="checkbox"/> Quick Draw	
<input type="checkbox"/> Flurry of Blows	<input type="checkbox"/> Quivering Palm	

SKILLS

Points Per Additional Level: ____

type	skill	ranks	AM	oth	abil	type	skill	ranks	AM	oth	abil	type	skill	ranks	AM	oth	abil
<input type="checkbox"/>	Appraise°	_____			Int	<input type="checkbox"/>	Gather Info°	_____			Ch	<input type="checkbox"/>	Perf°()	_____			Ch
<input type="checkbox"/>	Balance°*	_____			Dx	<input type="checkbox"/>	Handle Animal	_____			Ch	<input type="checkbox"/>	Perf°()	_____			Ch
<input type="checkbox"/>	Bluff°	_____			Ch	<input type="checkbox"/>	Heal°	_____			Ws	<input type="checkbox"/>	Prof. ()	_____			Ws
<input type="checkbox"/>	Climb°*	_____			Str	<input type="checkbox"/>	Hide°*	_____			Dx	<input type="checkbox"/>	Ride°	_____			Dx
<input type="checkbox"/>	Concentration°	_____			Con	<input type="checkbox"/>	Intimidate°	_____			Ch	<input type="checkbox"/>	Search°	_____			Int
<input type="checkbox"/>	Craft°()	_____			Int	<input type="checkbox"/>	Jump°*	_____			Str	<input type="checkbox"/>	Sense Motive°	_____			Ws
<input type="checkbox"/>	Craft°()	_____			Int	<input type="checkbox"/>	Kno. ()	_____			Int	<input type="checkbox"/>	Sleight of Hand°*	_____			Dx
<input type="checkbox"/>	Craft°()	_____			Int	<input type="checkbox"/>	Kno. ()	_____			Int	<input type="checkbox"/>	Spellcraft	_____			Int
<input type="checkbox"/>	Decipher Script	_____			Int	<input type="checkbox"/>	Kno. ()	_____			Int	<input type="checkbox"/>	Spot°	_____			Ws
<input type="checkbox"/>	Diplomacy°	_____			Ch	<input type="checkbox"/>	Kno. ()	_____			Int	<input type="checkbox"/>	Survival°	_____			Ws
<input type="checkbox"/>	Disable Device	_____			Int	<input type="checkbox"/>	Kno. ()	_____			Int	<input type="checkbox"/>	Swim°	_____			Str
<input type="checkbox"/>	Disguise°	_____			Ch	<input type="checkbox"/>	Listen°	_____			Ws	<input type="checkbox"/>	Tumble°*	_____			Dx
<input type="checkbox"/>	Escape Artist°*	_____			Dx	<input type="checkbox"/>	Move Silently°*	_____			Dx	<input type="checkbox"/>	Use Magic Device	_____			Ch
<input type="checkbox"/>	Forgery°	_____			Int	<input type="checkbox"/>	Open Lock	_____			Dx	<input type="checkbox"/>	Use Rope°	_____			Dx

Languages Spoken: _____ Literacy

Skill-Related Feats:

<input type="checkbox"/> Endurance	<input type="checkbox"/> Leadership	<input type="checkbox"/> Track (normal)
<input type="checkbox"/> Diehard	<input type="checkbox"/> Run	<input type="checkbox"/> Track (urban)
<input type="checkbox"/> Jack of All Trades	<input type="checkbox"/> Fleet of Foot	

Feat (skills awarded +2 bonus)

<input type="checkbox"/> Acrobatic (jump, tumble)	<input type="checkbox"/> Magical Apt. (spellcraft, use magic device)
<input type="checkbox"/> Agile (balance, escape artist)	<input type="checkbox"/> Negotiator (diplomacy, sense motive)
<input type="checkbox"/> Alertness (listen, spot)	<input type="checkbox"/> Nimble Fingers (disable dev., open lock)
<input type="checkbox"/> Animal Affinity (handle animal, ride)	<input type="checkbox"/> Persuasive (bluff, intimidate)
<input type="checkbox"/> Athletic (climb, swim)	<input type="checkbox"/> Self-Sufficient (heal, survival)
<input type="checkbox"/> Combat Casting (+4 concentration)	<input type="checkbox"/> Stealthy (hide, move silently)
<input type="checkbox"/> Deceitful (disguise, forgery)	
<input type="checkbox"/> Deft Hands (sleight of hand, use rope)	
<input type="checkbox"/> Diligent (appraise, decipher script)	
<input type="checkbox"/> Investigator (gather info, search)	
<input type="checkbox"/> Skill Focus (+3 for each skill taken)	

Class Features:

<input type="checkbox"/> Aura of Courage	<input type="checkbox"/> Hide in Plain Sight
<input type="checkbox"/> Aura of Despair	<input type="checkbox"/> Lore
<input type="checkbox"/> Aura of Evil/Good	<input type="checkbox"/> Perfect Self
<input type="checkbox"/> Bardic Knowledge	<input type="checkbox"/> Poison Use
<input type="checkbox"/> Blindsense	<input type="checkbox"/> Ranged Legerdemain
<input type="checkbox"/> Camouflage	<input type="checkbox"/> Scent
<input type="checkbox"/> Empty Body	<input type="checkbox"/> Slow Fall
<input type="checkbox"/> Hide in Plain Sight	<input type="checkbox"/> Swift Tracker
<input type="checkbox"/> Lore	<input type="checkbox"/> Timeless Body
<input type="checkbox"/> Perfect Self	<input type="checkbox"/> Tongues
<input type="checkbox"/> Poison Use	<input type="checkbox"/> Trackless Step
<input type="checkbox"/> Ranged Legerdemain	<input type="checkbox"/> Trapfinding
<input type="checkbox"/> Scent	<input type="checkbox"/> Wild Empathy
<input type="checkbox"/> Slow Fall	<input type="checkbox"/> Woodland Stride

POSSESSIONS:

Armor Worn: _____

Wgt: _____

Maximum Carrying Capacity: _____

Item	Wgt.	Item	Wgt.	Item	Wgt.

Load: Light (up to 1/3 max) Medium (up to 2/3 max) Heavy**Treasure:**

Cached: _____

Gems & Jewelry: _____

Special Magic Items: _____

Properties:	Charges: _____	Properties:	Charges: _____	Properties:	Charges: _____	Properties:	Charges: _____																																																																																																																																																																																																																																																																																																																																																																
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MAGIC:

Casting Class	Caster Level	Type	Base DC
		<input type="checkbox"/> Arcane	
		<input type="checkbox"/> Divine	
		<input type="checkbox"/> Arcane	
		<input type="checkbox"/> Divine	
		<input type="checkbox"/> Arcane	
		<input type="checkbox"/> Divine	

Cleric Domain

Granted Powers

Time of day for praying for Divine spells: _____

Spell Book Information:

Capacity Weight Location

Spell-Like & Supernatural Abilities

(each ability is 1/day unless specified)

- Abundant Step
- Arrow of Death
- Bardic Music (1/day/level)
 - Extra Music Feat (+4/day)
- Dancing Lights
- Detect Evil/Good (at will)
- Ghost Sound
- Hail of Arrows
- Lay on Hands (___hp/day)
- Phase Arrow
- Prestidigitation
- Remove Disease (___/week)
- Seeker Arrow
- Shadow Illusion
- Shadow Jump (___ft/day)
- Speak with Burrowing Animals
- Special Mount
- Thousand Faces (at will)
- Wholeness of Body (___hp/day)
- Wild Shape (___/day)

Other Spell-Like Abilities**Base DC** is 10 + ability modifier for casting class.

Caster Level for Paladins & Rangers is one half class level (rounded down).

Some prestige classes grant Caster Levels in other classes.

Metamagic Feats: (level cost)

Arcane Spell Failure: _____%

Bards ignore penalties from light armor.

- Disguise Spell (1, bard only)
- Empower Spell (2)
- Energy Substitution (0)
- Enlarge Spell (1)
- Extend Spell (1)
- Heighten Spell (var.)
- Maximize Spell (3)
- Persistent Spell (6)
- Quicken Spell (4)
- Reach Spell (2)
- Repeat Spell (3)
- Sacred Spell (2, divine only)
- Silent Spell (1)
- Still Spell (1)
- Subdual Substitution (0)
- Widen Spell (3)

Wizard Specialist School:

Barred Schools:

Item Creation Feats:

- Brew Potion
- Craft Magic Arms & Armor
- Craft Construct
- Craft Rod
- Craft Staff
- Craft Wand
- Craft Wondrous Item
- Forge Ring
- Scribe Scroll

Spell Focus Feats:

- (second box for Greater Focus)
- Abjuration
 - Conjuration
 - Divination
 - Enchantment
 - Evocation
 - Illusion
 - Necromancy
 - Transmutation

Other Spell-Related Feats:

- Augment Summoning
- Combat Casting
- Eschew Materials
- Improved Counterspell
- Natural Spell (wild shape only)
- Spell Mastery
- Spell Penetration
 - Greater Spell Penetration
- Weapon Focus: Ray

ANIMALS/HENCHMEN: Summon Familiar Ability Improved Familiar Feat

Name: _____ Type: _____ Size: _____

Hit Dice: _____ Hit Points: _____ Initiative: _____ Speed: _____

AC: ___/(tch)___/(ff)___ Saves: Fort: ___ Reflex: ___ Will: ___

Attacks (To Hit/Damage): _____

Abilities: Str: ___ Dex: ___ Con: ___ Int: ___ Wis: ___ Cha: ___

Skills: _____

Special Abilities/Feats/Qualities: _____

Name: _____ Type: _____ Size: _____

Hit Dice: _____ Hit Points: _____ Initiative: _____ Speed: _____

AC: ___/(tch)___/(ff)___ Saves: Fort: ___ Reflex: ___ Will: ___

Attacks (To Hit/Damage): _____

Abilities: Str: ___ Dex: ___ Con: ___ Int: ___ Wis: ___ Cha: ___

Skills: _____

Special Abilities/Feats/Qualities: _____

Other Notes: