CHARACTER | PLAYER

RACE | LVL ADJUSTMENT | DEITY | SIZE

HEIGHT | WEIGHT | AGE | GENDER | ALIGNMENT

SKIN | HAIR | EYES

CHARACTER PORTRAIT OR SYMBOL

| ABILITY | ABILITY SCORE | ABILITY MODIFIER | BASE SCORE | LEVEL ADJSMNT | MAGIC ITEMS | _____ |
|---|---|---|---|---|---|---|
| STR STRENGTH | | | | | | |
| DEX DEXTERITY | | | | | | |
| CON CONSTITUTION | | | | | | |
| INT INTELLIGENCE | | | | | | |
| WIS WISDOM | | | | | | |
| CHA CHARISMA | | | | | | |

| | | |
|---|---|---|
| HP HITPOINTS | | CURRENT HITPOINTS |
| SR SPELL RESIST | | |
| DR DAMAGE RESIST | | |
| INIT INITIATIVE | | CURRENT SUBDUAL |
| MISC | | MISC |
| MISC | | MISC |

| CLASS | LVL |
|---|---|
| A | |
| B | |
| C | |
| D | |

LEVEL ADJUSTMENT + CLASS LEVELS

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| | TOTAL | | ARMOR | SHIELD | DEX | SIZE | NATURAL | DEFLECTION | _____ |
|---|---|---|---|---|---|---|---|---|---|
| AC ARMOR CLASS | | =10+ | | | DEX | | | | |
| FLAT-FOOT ARMOR CLASS | | =10+ | | | | | | | |
| TOUCH ARMOR CLASS | | =10+ | | | DEX | | | | |

MAX DEX BONUS

CHECK PENALTY

ARCANE FAILURE

SPECIAL MODIFIERS

| SAVING THROWS | TOTAL | CLASS BASE A | B | C | D | ABILITY | ITEMS | MAGIC | _____ |
|---|---|---|---|---|---|---|---|---|---|
| FORTITUDE CONSTITUTION | | | | | | CON | | | |
| REFLEX DEXTERITY | | | | | | DEX | | | |
| WILL WISDOM | | | | | | WIS | | | |

| ATTACK BONUSES | TOTAL | MULTIPLE ATTACKS 2ND | 3RD | 4TH | CLASS BASE A | B | C | D | ABILITY | SIZE | _____ | _____ |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| MELEE STRENGTH | | | | | | | | | STR | | | |
| RANGED DEXTERITY | | | | | | | | | DEX | | | |
| GRAPPLE STRENGTH | | | | | | | | | STR | | | |

| | | | | |
|---|---|---|---|---|
| BASE SPEED | | FLY SPEED | | SPEED |

## FEATS, CLASS & RACIAL ABILITIES

| TYPE | NAME & DESCRIPTION | TYPE | NAME & DESCRIPTION |
|---|---|---|---|
| | | | |

1-7 DENOTES A FEAT GAINED BY LEVELING; F DENOTES A FEAT; R DENOTES A RACIAL ABILITY; C DENOTES A CLASS ABILITY, S FOR SKILL TRICK[cs82]
USE THESE IN COMBINATION TO RECORD FROM WHERE YOUR ABILITIES ARE GRANTED.

## SKILLS

SKILL TRICKS | TOTAL POINTS | MAX RANKS /

SKILL MAX (LVL + 3); CROSS CLASS (LVL + 3) / 2

| CLASS A | B | C | D | SKILL | CHECK PENALTY | TOTAL | RANKS | ABILITY | | |
|---|---|---|---|---|---|---|---|---|---|---|
| ○ | ○ | ○ | ○ | APPRAISE | | | | INT | | |
| ○ | ○ | ○ | ○ | AUTOHYPNOSIS ■ | | | | WIS | | |
| ○ | ○ | ○ | ○ | 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 | | |
| ○ | ○ | ○ | ○ | KNOWLEDGE ■ (_____) | | | | INT | | |
| ○ | ○ | ○ | ○ | KNOWLEDGE ■ (_____) | | | | INT | | |
| ○ | ○ | ○ | ○ | KNOWLEDGE ■ (_____) | | | | INT | | |
| ○ | ○ | ○ | ○ | LISTEN | | | | WIS | | |
| ○ | ○ | ○ | ○ | MOVE SILENTLY | ____- | | | DEX | | |
| ○ | ○ | ○ | ○ | OPEN LOCK ■ | | | | DEX | | |
| ○ | ○ | ○ | ○ | PERFORM ■ (_____) | | | | CHA | | |
| ○ | ○ | ○ | ○ | PROFESSION ■ (_____) | | | | WIS | | |
| ○ | ○ | ○ | ○ | PSICRAFT ■ | | | | INT | | |
| ○ | ○ | ○ | ○ | RIDE | | | | DEX | | |
| ○ | ○ | ○ | ○ | SEARCH | | | | INT | | |
| ○ | ○ | ○ | ○ | SENSE MOTIVE | | | | WIS | | |
| ○ | ○ | ○ | ○ | SLEIGHT OF HAND ■ | ____- | | | DEX | | |
| ○ | ○ | ○ | ○ | SPEAK LANGUAGE ■ | | | | INT | | |
| ○ | ○ | ○ | ○ | SPELLCRAFT ■ | | | | INT | | |
| ○ | ○ | ○ | ○ | SPOT | | | | WIS | | |
| ○ | ○ | ○ | ○ | SURVIVAL | | | | WIS | | |
| ○ | ○ | ○ | ○ | SWIM | ____- | | | STR | | |
| ○ | ○ | ○ | ○ | TUMBLE ■ | ____- | | | DEX | | |
| ○ | ○ | ○ | ○ | USE MAGIC DEVICE ■ | | | | CHA | | |
| ○ | ○ | ○ | ○ | USE PSIONIC DEVICE ■ | | | | CHA | | |
| ○ | ○ | ○ | ○ | USE ROPE | | | | DEX | | |
| ○ | ○ | ○ | ○ | | | | | | | |
| ○ | ○ | ○ | ○ | | | | | | | |
| ○ | ○ | ○ | ○ | | | | | | | |
| ○ | ○ | ○ | ○ | | | | | | | |
| ○ | ○ | ○ | ○ | | | | | | | |
| ○ | ○ | ○ | ○ | | | | | | | |
| ○ | ○ | ○ | ○ | | | | | | | |
| ○ | ○ | ○ | ○ | | | | | | | |

■ DENOTES A SKILL THAT *MUST BE TRAINED FOR USE.*
○ CHECK THIS MARK TO DENOTE A CLASS SKILL.

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| WEAPON / ATTACK | ENHANCE | _____ | TOTAL | 2ND | 3RD | 4TH | 5TH | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | | |
| | | | | | | | | | | | | |
| | | | | | | | | | | | | |
| | | | | | | | | | | | | |
| | | | | | | | | | | | | |

AMMUNITION | AMMUNITION | AMMUNITION | AMMUNITION

# EQUIPMENT

| BAG | QTY | ITEM | NOTES | WEIGHT | BAG | QTY | ITEM | NOTES | WEIGHT |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |
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| | | | | | | | | | |

TOTAL WEIGHT

# BAGS & CONTAINERS

| BAG | BAG & CONTAINER TYPE / NAME | VOLUME | WEIGHT | NOTES |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |

ATTACH SYMBOLS TO YOUR BAGS, BELTS AND CONTAINERS TO EASILY IDENTIFY THEM IN YOUR EQUIPMENT LISTINGS.

# WEALTH

| | |
|---|---|
| PP | |
| GP | |
| SP | |
| CP | |
| | |

# ENCUMBRANCE

| LOAD | CAPACITY | MAX DEX | ENC PEN | RUN |
|---|---|---|---|---|
| LIGHT | | NORMAL | NORMAL | NORMAL |
| MEDIUM | | +3 | -3 | x4 |
| HEAVY | | +1 | -6 | x3 |

# WORN ITEMS

| LOCATION | WORN ITEM |
|---|---|
| HEAD | |
| FACE | |
| THROAT | |
| SHOULDERS | |
| BODY | |
| TORSO | |
| ARMS | |
| HANDS | |
| WAIST | |
| FEET | |
| RING | |
| RING | |
| *MISC* | |
| *MISC* | |

# EXPERIENCE

| CURRENT EXPERIENCE | EXPERIENCE NEEDED TO LEVEL (LEVEL x 1000) |
|---|---|
| | |

(RESET YOUR CURRENT EXP TO 0 EACH TIME YOU LEVEL FOR LVL x 1000 TO WORK)

# CHARGED ITEMS & ABILITIES

| BAG | ABILITY NAME & DESCRIPTION | SAVE DC | CHARGES |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

# LANGUAGES

# NOTES & EXTRA FEATS

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# SPELLS, PSIONICS, & ABILITIES

| | Points to cast | Readied | Spell name | Qty / page ref | Readied | Spell name | Qty / page ref |
|---|---|---|---|---|---|---|---|
| 0 | NA | | | | | | |
| 1st | 1 | | | | | | |
| 2nd | 3 | | | | | | |
| 3rd | 5 | | | | | | |
| 4th | 7 | | | | | | |
| 5th | 9 | | | | | | |
| 6th | 11 | | | | | | |
| 7th | 13 | | | | | | |
| 8th | 15 | | | | | | |
| 9th | 17 | | | | | | |

Spells cast today

# ABILITY DCs

| Spells save DC | Level | Total spells | Spells per day | Ability bonus | Bonus spells | Total known |
|---|---|---|---|---|---|---|
| | 0 | | | 0 | | |
| | 1st | | | | | |
| | 2nd | | | | | |
| | 3rd | | | | | |
| | 4th | | | | | |
| | 5th | | | | | |
| | 6th | | | | | |
| | 7th | | | | | |
| | 8th | | | | | |
| | 9th | | | | | |

Short: 25ft + 5ft / 2 lvl | Medium: 100ft + 10ft / lvl | Long: 400ft + 40ft / lvl

**POINTS** — Power & spell points: Total = Class + Ability + Misc

# TURN UNDEAD

**TIMES** — Times per day: Total = 3 + Ability + Misc

**CHECK** — Check save DC: Total = d20 + Ability + Misc

**DAMAGE** — Damage: Total = 2d6 + Ability + Level + Misc

# DOMAIN & SCHOOL

**Domain / School:**

Power

**Domain / School:**

Power

**Domain / School:**

Power

**Domain / School:**

Power

*Banned schools:*

# NOTES

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