

CHARACTER NAME _____

DESCRIPTION _____

CLASS/LEVEL _____

RACE _____

THEME _____

SIZE _____

SPEED _____

GENDER _____

HOME WORLD _____

ALIGNMENT DEITY _____

PLAYER _____

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SKILLS

SKILL RANKS PER LEVEL

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input type="checkbox"/> ACROBATICS* (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> ATHLETICS* (STR)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> BLUFF (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
† <input type="checkbox"/> COMPUTERS (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
† <input type="checkbox"/> CULTURE (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DIPLOMACY (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DISGUISE (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
† <input type="checkbox"/> ENGINEERING (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> INTIMIDATE (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
† <input type="checkbox"/> LIFE SCIENCE (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
† <input type="checkbox"/> MEDICINE (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
† <input type="checkbox"/> MYSTICISM (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERCEPTION (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
† <input type="checkbox"/> PHYSICAL SCIENCE (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PILOTING (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
† <input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
† <input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SENSE MOTIVE (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
† <input type="checkbox"/> SLEIGHT OF HAND* (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> STEALTH* (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SURVIVAL (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

†Trained Only Class Skill *Armor check penalty applies

SKILL NOTES _____

INITIATIVE

TOTAL = (DEX MODIFIER) + (MISC MODIFIER)

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	<input type="text"/>	<input type="text"/>	<input type="text"/>
CURRENT	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMOR CLASS

EAC ENERGY ARMOR CLASS	TOTAL <input type="text"/>	= 10 +	ARMOR BONUS <input type="text"/>	+ DEX MOD <input type="text"/>	+ MISC MOD <input type="text"/>
KAC KINETIC ARMOR CLASS	TOTAL <input type="text"/>	= 10 +	ARMOR BONUS <input type="text"/>	+ DEX MOD <input type="text"/>	+ MISC MOD <input type="text"/>
AC VS. COMBAT MANEUVERS	<input type="text"/>	= 8 +	KAC		
DR	RESISTANCES				

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
FORTITUDE (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL (WISDOM)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ATTACK BONUSES

	TOTAL	BASE ATTACK BONUS (BAB)	STR MOD	MISC MOD
MELEE ATTACK	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGED ATTACK	<input type="text"/>	<input type="text"/>	DEX MOD <input type="text"/>	MISC MOD <input type="text"/>
THROWN ATTACK	<input type="text"/>	<input type="text"/>	STR MOD <input type="text"/>	MISC MOD <input type="text"/>

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE SPECIAL
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE SPECIAL
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE SPECIAL
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE SPECIAL

CHARACTER SHEET



ABILITIES

Horizontal lines for writing abilities.

SPELLS KNOWN

0 SPELLS KNOWN

Horizontal lines for writing spells known.

1ST SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Horizontal lines for writing spells known.

2ND SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Horizontal lines for writing spells known.

3RD SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Horizontal lines for writing spells known.

4TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Horizontal lines for writing spells known.

5TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Horizontal lines for writing spells known.

6TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

FEATS AND PROFICIENCIES

Horizontal lines for writing feats and proficiencies.

EQUIPMENT

LEVEL BULK

Table for equipment with columns for level and bulk.

CREDITS TOTAL BULK

OTHER WEALTH

Horizontal lines for other wealth.

CARRYING CAPACITY

UNENCUMBERED ENCUMBERED OVERBURDENED

LANGUAGES

Horizontal lines for writing languages.

EXPERIENCE POINTS

XP EARNED NEXT LEVEL