

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 = + +

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	= 10 +	ARMOR BONUS	+ DEX MOD	+ MISC MOD
KAC KINETIC ARMOR CLASS	TOTAL	= 10 +	ARMOR BONUS	+ DEX MOD	+ MISC MOD
AC VS. COMBAT MANEUVERS	TOTAL	= 8 +	KAC		
DR	RESISTANCES				

SAVING THROWS

FORTITUDE (CONSTITUTION)	TOTAL	=	BASE SAVE	+ ABILITY MOD	+ MISC MOD
REFLEX (DEXTERITY)	TOTAL	=	BASE SAVE	+ ABILITY MOD	+ MISC MOD
WILL (WISDOM)	TOTAL	=	BASE SAVE	+ ABILITY MOD	+ MISC MOD

ATTACK BONUSSES

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

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

ABILITIES

Lined area for recording abilities.

SPELLS KNOWN

0 SPELLS KNOWN

Lined area for recording spells known.

1ST SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Lined area for recording spells known.

2ND SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Lined area for recording spells known.

3RD SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Lined area for recording spells known.

4TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Lined area for recording spells known.

5TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Lined area for recording spells known.

6TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Lined area for recording spells known.

FEATS AND PROFICIENCIES

Lined area for recording feats and proficiencies.

EQUIPMENT

Table with columns for EQUIPMENT, LEVEL, and BULK.

CREDITS TOTAL BULK

OTHER WEALTH

Lined area for recording other wealth.

CARRYING CAPACITY

Table with columns for UNENCUMBERED, ENCUMBERED, and OVERBURDENED.

LANGUAGES

Lined area for recording languages.

EXPERIENCE POINTS

Table with columns for XP EARNED and NEXT LEVEL.