

CLASS	LEVEL	STRENGTH ABILITY MODIFIER	DEXTERITY ABILITY MODIFIER	CONSTITUTION ABILITY MODIFIER	INTELLIGENCE ABILITY MODIFIER	WISDOM ABILITY MODIFIER	CHARISMA ABILITY MODIFIER	
CLASS	LEVEL							
CLASS	LEVEL							
CLASS	LEVEL	TEMP. STR ABILITY MODIFIER	TEMP. DEX ABILITY MODIFIER	TEMP. CON ABILITY MODIFIER	TEMP. INT ABILITY MODIFIER	TEMP. WIS ABILITY MODIFIER	TEMP. CHA ABILITY MODIFIER	
RACE								
GENDER		SAVING THROWS: TOTAL = [] + [] + [] + [] + [] + [] <small>BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMPORARY MODIFIER</small>					CONDITIONAL MODIFIERS	
AGE		FORTITUDE (CONSTITUTION) [] = [] + [] + [] + [] + [] <small>CONSTITUTION</small>						
HEIGHT		REFLEX (DEXTERITY) [] = [] + [] + [] + [] + [] <small>DEXTERITY</small>						
WEIGHT		WILL (WISDOM) [] = [] + [] + [] + [] + [] <small>WISDOM</small>						
HANDEDNESS		ATTACK BONUSES: TOTAL = [] + [] + [] + [] + [] + [] <small>BASE ATTACK BONUS STR / DEX MODIFIER SIZE MODIFIER MISC. MODIFIER TEMPORARY MODIFIER</small>					INITIATIVE MODIFIER: TOTAL [] = [] + [] <small>DEXTERITY BONUS MISC. MODIFIER</small>	
ALIGNMENT		MELEE [] = [] + [] + [] + [] + [] RANGED [] = [] + [] + [] + [] + []					BASE ATTACK BONUS:	
PATRON DEITY		ARMOUR CLASS [] = 10 + [] + [] + [] + [] + [] + [] + [] <small>ARMOUR BONUS SHIELD BONUS DEXTERITY MODIFIER SIZE MODIFIER NATURAL ARMOUR MISC. MODIFIER</small>					ARMOUR CHECK PENALTY []	
HP []	HIT DIE TYPE []							
	DAMAGE REDUCTION []							
LEVEL 1 _____								
LEVEL 2 _____								
LEVEL 3 _____								
LEVEL 4 _____								
LEVEL 5 _____								
LEVEL 6 _____								
LEVEL 7 _____								
LEVEL 8 _____								
LEVEL 9 _____								
LEVEL 10 _____								
LEVEL 11 _____								
LEVEL 12 _____								
LEVEL 13 _____								
LEVEL 14 _____								
LEVEL 15 _____								
LEVEL 16 _____								
LEVEL 17 _____								
LEVEL 18 _____								
LEVEL 19 _____								
LEVEL 20 _____								

Skill	Key Ability	Skill Modifier	Ability Modifier	Skill Ranks	Misc. Modifier	Skill	Key Ability	Skill Modifier	Ability Modifier	Skill Ranks	Misc. Modifier	Armour Type	Shield Type	
<input type="radio"/> Appraise	INT	[]	[]	[]	[]	<input type="radio"/> Perform	CHA	[]	[]	[]	[]	ARMOUR TYPE ARMOUR BONUS [] MAXIMUM DEX BONUS [] ARMOUR CHECK PENALTY [] ARCANE SPELL FAILURE [] SPEED [] WEIGHT [] SHIELD TYPE ARMOUR BONUS [] ARMOUR CHECK PENALTY [] ARCANE SPELL FAILURE [] WEIGHT [] Armour/Shield Notes Next Level At: _____ XP EXPERIENCE		
<input type="radio"/> Balance	DEX	[]	[]	[]	[]	<input type="radio"/> Perform	CHA	[]	[]	[]	[]			
<input type="radio"/> Bluff	CHA	[]	[]	[]	[]	<input type="radio"/> Perform	CHA	[]	[]	[]	[]			
<input type="radio"/> Climb	STR*	[]	[]	[]	[]	<input type="radio"/> Craft	INT	[]	[]	[]	[]			
<input type="radio"/> Concentration	CON	[]	[]	[]	[]	<input type="radio"/> Craft	INT	[]	[]	[]	[]			
<input type="radio"/> Diplomacy	CHA	[]	[]	[]	[]	<input type="radio"/> Craft	INT	[]	[]	[]	[]			
<input type="radio"/> Disguise	CHA	[]	[]	[]	[]	<input type="radio"/> Craft	INT	[]	[]	[]	[]			
<input type="radio"/> Escape Artist	DEX	[]	[]	[]	[]	<input type="radio"/> Craft	INT	[]	[]	[]	[]			
<input type="radio"/> Forgery	INT	[]	[]	[]	[]	<input type="radio"/> Prof.	INT	[]	[]	[]	[]			
<input type="radio"/> Gather Info	CHA	[]	[]	[]	[]	<input type="radio"/> Prof.	INT	[]	[]	[]	[]			
<input type="radio"/> Heal	WIS	[]	[]	[]	[]	<input type="radio"/> Prof.	INT	[]	[]	[]	[]			
<input type="radio"/> Hide	DEX*	[]	[]	[]	[]	<input type="radio"/> Know.	INT	[]	[]	[]	[]			
<input type="radio"/> Intimidate	CHA	[]	[]	[]	[]	<input type="radio"/> Know.	INT	[]	[]	[]	[]			
<input type="radio"/> Jump	STR*	[]	[]	[]	[]	<input type="radio"/> Know.	INT	[]	[]	[]	[]			
<input type="radio"/> Listen	WIS	[]	[]	[]	[]	<input type="radio"/> Know.	INT	[]	[]	[]	[]			
<input type="radio"/> Move Silently	DEX*	[]	[]	[]	[]	<input type="radio"/> Know.	INT	[]	[]	[]	[]			
<input type="radio"/> Ride	DEX	[]	[]	[]	[]	<input type="radio"/>		[]	[]	[]	[]			
<input type="radio"/> Scry	INT	[]	[]	[]	[]	<input type="radio"/>		[]	[]	[]	[]			
<input type="radio"/> Search	INT	[]	[]	[]	[]	<input type="radio"/>		[]	[]	[]	[]			
<input type="radio"/> Sense Motive	WIS	[]	[]	[]	[]	<input type="radio"/>		[]	[]	[]	[]			
<input type="radio"/> Spot	WIS	[]	[]	[]	[]	<input type="radio"/>		[]	[]	[]	[]			
<input type="radio"/> Swim	STR**	[]	[]	[]	[]	<input type="radio"/>		[]	[]	[]	[]			
<input type="radio"/> Use Rope	DEX	[]	[]	[]	[]	<input type="radio"/>		[]	[]	[]	[]			
<input type="radio"/> Wilderness Lore	WIS	[]	[]	[]	[]	<input type="radio"/>		[]	[]	[]	[]			

KEY: * Armour Check Penalty Applies
 ** -1 per 5lb of gear
 ● Class Skill: 1 skill point per Skill Rank
 ○ Cross-Class Skill: 2 skill points per Skill Rank
 All the above skills, plus Perform and Craft can be used untrained

Magical Paraphernalia

Followers & Livestock

Name: _____

Species: _____ Gender: _____

STR _____ AC: _____ SAVES _____

DEX _____ Hit Dice: _____ Fortitude: _____

CON _____ Speed: _____ Reflex: _____

INT _____ Initiative: _____ Will: _____

WIS _____ Attacks: _____

CHA _____ Damage: _____

Hit Points: _____

Feats, Skills and Special Abilities

Name: _____

Species: _____ Gender: _____

STR _____ AC: _____ SAVES _____

DEX _____ Hit Dice: _____ Fortitude: _____

CON _____ Speed: _____ Reflex: _____

INT _____ Initiative: _____ Will: _____

WIS _____ Attacks: _____

CHA _____ Damage: _____

Hit Points: _____

Feats, Skills and Special Abilities

FOLLOWERS & LIVESTOCK

Name: _____

Species: _____ Gender: _____

STR _____ AC: _____ SAVES _____

DEX _____ Hit Dice: _____ Fortitude: _____

CON _____ Speed: _____ Reflex: _____

INT _____ Initiative: _____ Will: _____

WIS _____ Attacks: _____

CHA _____ Damage: _____

Hit Points: _____

Feats, Skills and Special Abilities

Name: _____

Species: _____ Gender: _____

STR _____ AC: _____ SAVES _____

DEX _____ Hit Dice: _____ Fortitude: _____

CON _____ Speed: _____ Reflex: _____

INT _____ Initiative: _____ Will: _____

WIS _____ Attacks: _____

CHA _____ Damage: _____

Hit Points: _____

Feats, Skills and Special Abilities

Name: _____

Species: _____ Gender: _____

STR _____ AC: _____ SAVES _____

DEX _____ Hit Dice: _____ Fortitude: _____

CON _____ Speed: _____ Reflex: _____

INT _____ Initiative: _____ Will: _____

WIS _____ Attacks: _____

CHA _____ Damage: _____

Hit Points: _____

Feats, Skills and Special Abilities

Name: _____

Species: _____ Gender: _____

STR _____ AC: _____ SAVES _____

DEX _____ Hit Dice: _____ Fortitude: _____

CON _____ Speed: _____ Reflex: _____

INT _____ Initiative: _____ Will: _____

WIS _____ Attacks: _____

CHA _____ Damage: _____

Hit Points: _____

Feats, Skills and Special Abilities

