

CHARACTER NAME

PLAYER NAME



CLASS

RACE

ALIGNMENT

PRIMARY DEITY

LEVEL

SIZE

AGE

SEX

HEIGHT

WEIGHT

EYES

HAIR

Ability score table with columns for STR, DEX, CON, INT, WIS, CHA and rows for Ability Score, Ability Modifier, Temp Score, Temp Modifier.

AC and XP calculation boxes. AC = 10 + [armor] + [shield] + [dex] + [size] + [natural armor] + [misc]. XP CURRENT.

Initiative and Base Attack Bonus calculation boxes. INITIATIVE = [dex] + [misc]. BASE ATTACK BONUS.

Saving Throws table with columns for FORTITUDE, REFLEX, WILLPOWER and rows for CON, DEX, WIS.

Attack Bonus table with columns for MELEE, RANGED and rows for STR, DEX.

Weapon table with columns for WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL and rows for RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

Weapon table (duplicate of above).

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Armor table with columns for ARMOR, TYPE, ARMOR BONUS, MAX DEX BONUS and rows for CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

Shield table with columns for SHIELD, ARMOR BONUS, CHECK PENALTY, SPELL FAILURE and rows for WEIGHT, SPECIAL PROPERTIES.

Extra Damage table with columns for SNEAK ATTACK, ENEMY 1, ENEMY 2, ENEMY 3, ENEMY 4.

Weapon Proficiencies table with columns for SIMPLE WEAPONS, MARTIAL WEAPONS, LIGHT ARMOR, MEDIUM ARMOR, HEAVY ARMOR, SHIELDS.

HP table with columns for HP, HIT TYPE, DAMAGE REDUCTION.

Skills table with columns for CROSS-CLASS, MAX RANKS, ABILITY, TOTAL, SKILL RANKS, ABILITY MODIFIER, MISC MODIFIER. Lists skills like ALCHEMY, ANIMAL EMPATHY, APPRAISE, etc.

Legend for skill indicators: [X] INDICATES A "CROSS-CLASS" SKILL WHICH COSTS DOUBLE, [] INDICATES AN "EVERYONE" SKILL WHICH MAY BE USED UNTRAINED, ♦ INDICATES THAT AN ARMOR PENALTY, IF ANY, APPLIES, ♦ INDICATES A -1 PENALTY PER 5 LB. OF GEAR.

