

Character

Race

Size

Gender

Class

Level

Deity

Alignment

Known languages

Armor & protection worn

Weapons used

Notable items

Special abilities / Notes

ABILITY SCORES

STR

INT

DEX

WIS

CON

CHA

MOVEMENT & LIFTING

SPEED

OFF GROUND

OVER HEAD

PUSH DRAG

SAVING THROWS

FORT

REF

WILL

SAVING THROW MODIFIERS

BASE ATTACK BONUS

INITIATIVE

MELEE

RANGED

INITIATIVE MODIFIERS

ARMOR CLASS

NORMAL

FLAT FOOTED

VS TOUCH

ARMOR CLASS MODIFIERS

HIT POINTS

Character

Race

Size

Gender

Class

Level

Deity

Alignment

Known languages

Armor & protection worn

Weapons used

Notable items

Special abilities / Notes

ABILITY SCORES

STR

INT

DEX

WIS

CON

CHA

MOVEMENT & LIFTING

SPEED

OFF GROUND

OVER HEAD

PUSH DRAG

SAVING THROWS

FORT

REF

WILL

SAVING THROW MODIFIERS

BASE ATTACK BONUS

INITIATIVE

MELEE

RANGED

INITIATIVE MODIFIERS

ARMOR CLASS

NORMAL

FLAT FOOTED

VS TOUCH

ARMOR CLASS MODIFIERS

HIT POINTS

Character

Race

Size

Gender

Class

Level

Deity

Alignment

Known languages

Armor & protection worn

Weapons used

Notable items

Special abilities / Notes

ABILITY SCORES

STR

INT

DEX

WIS

CON

CHA

MOVEMENT & LIFTING

SPEED

OFF GROUND

OVER HEAD

PUSH DRAG

SAVING THROWS

FORT

REF

WILL

SAVING THROW MODIFIERS

BASE ATTACK BONUS

INITIATIVE

MELEE

RANGED

INITIATIVE MODIFIERS

ARMOR CLASS

NORMAL

FLAT FOOTED

VS TOUCH

ARMOR CLASS MODIFIERS

HIT POINTS

Character

Race

Size

Gender

Class

Level

Deity

Alignment

Known languages

Armor & protection worn

Weapons used

Notable items

Special abilities / Notes

ABILITY SCORES

STR

INT

DEX

WIS

CON

CHA

MOVEMENT & LIFTING

SPEED

OFF GROUND

OVER HEAD

PUSH DRAG

SAVING THROWS

FORT

REF

WILL

SAVING THROW MODIFIERS

BASE ATTACK BONUS

INITIATIVE

MELEE

RANGED

INITIATIVE MODIFIERS

ARMOR CLASS

NORMAL

FLAT FOOTED

VS TOUCH

ARMOR CLASS MODIFIERS

HIT POINTS

Armor Check Penalty

Alchemy

Animal Empathy

Appraise

*

Balance

†*

Bluff

*

Climb

†*

Concentration

*

Decipher Script

Diplomacy

*

Disable Device

Disguise

*

Escape Artist

†*

Forgery

*

Gather Information

*

Handle Animal

Heal

*

Hide

†*

Innuendo

Intimidate

*

Intuit Direction

Jump

†*

Knowledge (arcana)

Knowledge (religion)

Knowledge (nature)

Listen

*

Move Silently

†*

Open Lock

Perform

*

Pick Pocket

†

Read Lips

Ride

*

Scry

*

Search

*

Sense Motive

*

Spellcraft

Spot

*

Swim (-1 / 5 lbs. of gear)

*

Tumble

†

Use Magic Device

Use Rope

*

Wilderness Lore

*

* CAN BE USED UNTRAINED † ARMOR CHECK PENALTY