



Alchemist

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = + TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

AC ARMOR CLASS = 10 + + + + + + + + TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC. MODIFIER

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + + MODIFIERS

REFLEX DEXTERITY = + + + + MODIFIERS

WILL WISDOM = + + + + MODIFIERS

B.A.B.

BOMB /

CMB = + + MODIFIERS

CMD = + + + + 10

EXTRACTS

1ST / 2ND / 3RD / 4TH / 5TH / 6TH	TOUCH ATTACK	SAVE DC MOD.
	MELEE / RANGED	
CASTER LEVEL		
SPECIAL PROPERTIES		

BOMB

ATTACK BONUS	DAMAGE
	DIRECT / SPLASH
CRITICAL	
RANGE	
SAVE DC	
SPECIAL PROPERTIES	

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL
TYPE		
RANGE		
AMMUNITION		
SPECIAL PROPERTIES		

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL
TYPE		
RANGE		
AMMUNITION		
SPECIAL PROPERTIES		

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL
TYPE		
RANGE		
AMMUNITION		
SPECIAL PROPERTIES		

MOVEMENT

<input type="text"/> FT. <input type="text"/> SQ. BASE SPEED	<input type="text"/> FT. <input type="text"/> SQ. ARMOR SPEED	<input type="text"/> FT. BURROW	<input type="text"/>
<input type="text"/> FT. FLY	<input type="text"/> FT. SWIM	<input type="text"/> FT. CLIMB	

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> APPRAISE	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> CLIMB	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> DIPLOMACY	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> DISABLE DEVICE *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> DISGUISE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> FLY	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> HEAL	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> INTIMIDATE	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (HISTORY) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (LOCAL) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (NOBILITY) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (PLANES) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (RELIGION) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> RIDE	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SPELLCRAFT *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SURVIVAL	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SWIM	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

FEATS

FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
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FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	

EXTRACTS

FORMULAE KNOWN	EXTRACT SAVE DC	LEVEL	EXTRACTS PER DAY	BONUS EXTRACTS
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

MUTAGEN

MUTAGEN BONUS	NEW SCORE	NEW MOD.	NEW SCORE	NEW MOD.
STR <input type="text"/>	<input type="text"/>	<input type="text"/>	INT <input type="text"/>	<input type="text"/>
DEX <input type="text"/>	<input type="text"/>	<input type="text"/>	WIS <input type="text"/>	<input type="text"/>
CON <input type="text"/>	<input type="text"/>	<input type="text"/>	CHA <input type="text"/>	<input type="text"/>
NAT. ARMOR BONUS <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<small>ARMOR CLASS</small>	<small>TOUCH</small>	<small>F.F.</small>	<small>DURATION</small>

RACIAL TRAITS

CLASS FEATURES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

DISCOVERIES

	<small>PAGE REF.</small>
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NOTES



Antipaladin

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

MOVEMENT

<input type="text"/> FT. <input type="text"/> SQ.	<input type="text"/> FT. <input type="text"/> SQ.	<input type="text"/> FT.	<input type="text"/>
BASE SPEED	ARMOR SPEED	BURROW	
<input type="text"/> FT.	<input type="text"/> FT.	<input type="text"/> FT.	
FLY	MANUEVERABILITY	SWIM	CLIMB
TEMP. MODIFIERS			

AC ARMOR CLASS = 10 + + + + + + + +

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC. MODIFIER

TOUCH MODIFIERS

FLAT FOOTED

TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	MODIFIERS
FORTITUDE CONSTITUTION	<input type="text"/>	<input type="text"/>	<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"/>	<input type="text"/>	<input type="text"/>
WILL WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

B.A.B.

CMB = + + MODIFIERS

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

TOUCH OF CORRUPTION /

SMITE GOOD

ATTACK BONUS	DAMAGE	
<input type="text"/>	<input type="text"/>	
GOOD / CLERIC		
CRITICAL	TYPE	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> APPRAISE	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> CLIMB	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> DIPLOMACY	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> DISGUISE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> FLY	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> HEAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> INTIMIDATE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ARCANA) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (HISTORY) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (LOCAL) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (NATURE) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (NOBILITY) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (PLANES) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> RIDE	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SPELLCRAFT *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SURVIVAL	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SWIM	_____	=STR	____ + ____	+ ____
<input type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> CONCENTRATION	_____	=CHA	____ + ____	+ C. LVL
<input type="checkbox"/> _____	_____		____ + ____	+ ____

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

CHARACTER GEAR

HEAD REF.

FACE REF.

THROAT REF.

SHOULDERS REF.

BODY REF.

TORSO REF.

ARMS REF.

HANDS REF.

WAIST REF.

FEET REF.

RING REF.

RING REF.



ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
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CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES
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SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY
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SPELL FAIL	SPECIAL PROPERTIES
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CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
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MEDIUM LOAD		LIFT OFF GROUND	MAX x2
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HEAVY LOAD		PUSH OR DRAG	MAX x5
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WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

OTHER/NOTES

FEATS

FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
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FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	
FEAT	PAGE REF.
NOTES	

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		1ST		
		2ND		
		3RD		
		4TH		

CONDITIONAL MODIFIERS

CRUELITIES

CLASS FEATURES

CHANNEL ENERGY

<input type="text"/>	SAVE DC	<input type="text"/>	= 10 +	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
HEALING/DAMAGE		TOTAL		1/2 PALADIN LEVEL		CHARISMA MODIFIER		MISC.		

TOUCH OF CORRUPTION

<input type="text"/>	<input type="text"/>	<input type="text"/>
USES PER DAY	TOUCH ATTACK	HEALING / DAMAGE

RACIAL TRAITS

NOTES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:



Cavalier

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

AC ARMOR CLASS = 10 + + + + + + + +

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC. MODIFIER

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + +

BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

B.A.B. **CHALLENGE** /

CMB = + + + MODIFIERS

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

WEAPON ATTACK BONUS DAMAGE CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES
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WEAPON ATTACK BONUS DAMAGE CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES
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WEAPON ATTACK BONUS DAMAGE CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES
------	-------	------------	--------------------

WEAPON ATTACK BONUS DAMAGE CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES
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WEAPON ATTACK BONUS DAMAGE CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES
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MOVEMENT

<input type="text"/> FT. <input type="text"/> SQ. BASE SPEED	<input type="text"/> FT. <input type="text"/> SQ. ARMOR SPEED	<input type="text"/> FT. BURROW	<input type="text"/>
<input type="text"/> FT. FLY	<input type="text"/> FT. SWIM	<input type="text"/> FT. CLIMB	

TEMP. MODIFIERS

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> APPRAISE	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> CLIMB	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> DIPLOMACY	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> DISGUISE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> FLY	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> HEAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> INTIMIDATE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ARCANA) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (HISTORY) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (LOCAL) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (NATURE) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (NOBILITY) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (PLANES) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (RELIGION) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> RIDE	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SPELLCRAFT *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SURVIVAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> SWIM	_____	=STR	____ + ____	+ ____
<input type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT

CONTAINER
LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

CHARACTER GEAR

HEAD REF.

FACE REF.

THROAT REF.

SHOULDERS REF.

BODY REF.

TORSO REF.

ARMS REF.

HANDS REF.

WAIST REF.

FEET REF.

RING REF.

RING REF.

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT
			SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY
SPELL FAIL			SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
MEDIUM LOAD		LIFT OFF GROUND	MAX x2
HEAVY LOAD		PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

OTHER/NOTES



INQUISITOR

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

MOVEMENT

<input type="text"/> FT. <input type="text"/> SQ. BASE SPEED	<input type="text"/> FT. <input type="text"/> SQ. ARMOR SPEED	<input type="text"/> FT. BURROW	<input type="text"/>
<input type="text"/> FT. FLY	<input type="text"/> FT. SWIM	<input type="text"/> FT. CLIMB	
TEMP. MODIFIERS			

AC ARMOR CLASS = 10 + + + + + + + +

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC. MODIFIER

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + +

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

B.A.B. **JUDGMENT** /

CMB = + +

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER MODIFIERS

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

SPELLS

TOUCH ATTACK	SAVE DC MOD.
0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH	MELEE / RANGED
CASTER LEVEL	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL	
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL	
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL	
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL	
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> APPRAISE	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> CLIMB	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> DIPLOMACY	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> DISGUISE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> FLY	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> HEAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> INTIMIDATE	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (HISTORY) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (LOCAL) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (NOBILITY) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> RIDE	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SPELLCRAFT *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SURVIVAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> SWIM	_____	=STR	____ + ____	+ ____
<input type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> CONCENTRATION	_____	=WIS	____ + ____	+ C. LVL
<input type="checkbox"/> _____	_____		____ + ____	+ ____

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES CL CHARGES

_____	DC: _____
_____	DC: _____
_____	DC: _____
_____	DC: _____
_____	DC: _____

SPELLS: _____ DC: _____

_____	DC: _____
_____	DC: _____
_____	DC: _____
_____	DC: _____

WANDS CL DC CHARGES

_____	DC: _____
_____	DC: _____
_____	DC: _____
_____	DC: _____
_____	DC: _____

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL	
WEIGHT	

CONTAINER LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY | SPELL FAIL | SPEED | WEIGHT | SPECIAL PROPERTIES

--	--	--	--	--	--

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL | SPECIAL PROPERTIES

--	--	--	--

CARRYING CAPACITY

LIGHT LOAD	_____	LIFT OVER HEAD	MAX
MEDIUM LOAD	_____	LIFT OFF GROUND	MAX x2
HEAVY LOAD	_____	PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

CHARACTER GEAR

HEAD	REF.
FACE	REF.
THROAT	REF.
SHOULDERS	REF.
BODY	REF.
TORSO	REF.
ARMS	REF.
HANDS	REF.
WAIST	REF.
FEET	REF.
RING	REF.
RING	REF.

OTHER/NOTES



Oracle

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

MOVEMENT

<input type="text"/> FT. <input type="text"/> SQ.	<input type="text"/> FT. <input type="text"/> SQ.	<input type="text"/> FT.
BASE SPEED	ARMOR SPEED	BURROW
<input type="text"/> FT.	<input type="text"/> FT.	<input type="text"/> FT.
FLY	MANUEVERABILITY	SWIM
		CLIMB
		TEMP. MODIFIERS

AC ARMOR CLASS = 10 + + + + + + + +

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC. MODIFIER

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + +

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

B.A.B.

CMB = + +

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER MODIFIERS

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

POWER /

SPELLS

0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH / 7TH / 8TH / 9TH	TOUCH ATTACK	SAVE DC MOD.
	MELEE / RANGED	
CASTER LEVEL	SPECIAL PROPERTIES	

WEAPON

	ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

	ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

	ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

	ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> APPRAISE	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> CLIMB	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> DIPLOMACY	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> DISGUISE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> FLY	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> HEAL	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> INTIMIDATE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ARCANA) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (LOCAL) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (NATURE) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (NOBILITY) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> RIDE	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SPELLCRAFT *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SURVIVAL	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SWIM	_____	=STR	____ + ____	+ ____
<input type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> CONCENTRATION	_____	=CHA	____ + ____	+ C. LVL
<input type="checkbox"/> _____	_____		____ + ____	+ ____

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

FEATS

FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	
FEAT	PAGE REF.	FEAT	PAGE REF.
<small>NOTES</small>		<small>NOTES</small>	

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	0	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	1ST	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	2ND	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	3RD	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	4TH	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	5TH	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	6TH	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	7TH	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	8TH	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	9TH	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>

CONDITIONAL MODIFIERS

MYSTERY

ORACLE'S CURSE

CLASS FEATURES

REVELATION POWER

SAVE DC

=

10

+

+

+

TOTAL

1/2 ORACLE
LEVEL

CHARISMA
MODIFIER

MISC.

RACIAL TRAITS

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

NOTES



Summoner

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

MOVEMENT

<input type="text"/> FT. <input type="text"/> SQ. BASE SPEED	<input type="text"/> FT. <input type="text"/> SQ. ARMOR SPEED	<input type="text"/> FT. BURROW	<input type="text"/>
<input type="text"/> FT. FLY	<input type="text"/> FT. SWIM	<input type="text"/> FT. CLIMB	
TEMP. MODIFIERS			

AC ARMOR CLASS = 10 + + + + + + + +

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC. MODIFIER

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + +

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

B.A.B.

CMB = + +

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER MODIFIERS

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

SPELLS

CASTER LEVEL	SPELL FAILURE	TOUCH ATTACK	SAVE DC MOD.
0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH		MELEE / RANGED	

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> APPRAISE	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> CLIMB	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> DIPLOMACY	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> DISGUISE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> FLY	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> HEAL	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> INTIMIDATE	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> LINGUISTICS *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> RIDE	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SPELLCRAFT *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SURVIVAL	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SWIM	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> CONCENTRATION	_____	=CHA	____ + ____	+ C. LVL
<input type="checkbox"/> _____	_____		____ + ____	+ ____

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

WANDS

CL DC CHARGES

ITEM

REF. LBS. ITEM # REF. LBS.

#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM WEIGHT AC BONUS CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD _____ LIFT OVER HEAD MAX

MEDIUM LOAD _____ LIFT OFF GROUND MAX x2

HEAVY LOAD _____ PUSH OR DRAG MAX x5

WEALTH

COINS VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD REF.

FACE REF.

THROAT REF.

SHOULDERS REF.

BODY REF.

TORSO REF.

ARMS REF.

HANDS REF.

WAIST REF.

FEET REF.

RING REF.

RING REF.

OTHER/NOTES

FEATS

FEAT | PAGE REF.

NOTES

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NOTES

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	—
<input type="checkbox"/>	<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>

CONDITIONAL MODIFIERS

ASPECTS

ASPECT POOL

CLASS FEATURES

Lined area for writing class features.

RACIAL TRAITS

Lined area for writing racial traits.

NOTES

Large blank area for general notes.

EXPERIENCE

EXPERIENCE:
NEXT LEVEL:



WITCH

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

AC ARMOR CLASS = 10 + + + + + + + +

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC. MODIFIER

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + +

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

BASE ATTACK BONUS

CMB = + + +

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER MODIFIERS

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

SPELLS

CASTER LEVEL	SPELL FAILURE	TOUCH ATTACK	SAVE DC MOD.
0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH / 7TH / 8TH / 9TH		MELEE / RANGED	

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

MOVEMENT

BASE SPEED FT. SQ. ARMOR SPEED FT. SQ. BURROW FT.

FLY FT. MANUEVERABILITY SWIM FT. CLIMB FT. TEMP. MODIFIERS

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> APPRAISE	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> BLUFF	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> CLIMB	_____	=STR	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> DIPLOMACY	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> DISGUISE	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> FLY	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> HEAL	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> INTIMIDATE	_____	=CHA	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA) *	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY) *	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (LOCAL) *	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE) *	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (NOBILITY) *	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES) *	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (RELIGION) *	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> PERCEPTION	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> PERFORM _____	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> PERFORM _____	_____	=CHA	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> RIDE	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> SPELLCRAFT *	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> STEALTH	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> SURVIVAL	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> SWIM	_____	=STR	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> CONCENTRATION	_____	=INT	_____ + _____	C. LVL + _____
<input type="checkbox"/>	_____		_____ + _____	_____ + _____

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

CL CHARGES

SPILLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPILLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

REF. LBS. ITEM

REF. LBS.

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL	SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD	LIFT OVER HEAD	MAX
MEDIUM LOAD	LIFT OFF GROUND	MAX x2
HEAVY LOAD	PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

CHARACTER GEAR

HEAD	REF.
FACE	REF.
THROAT	REF.
SHOULDERS	REF.
BODY	REF.
TORSO	REF.
ARMS	REF.
HANDS	REF.
WAIST	REF.
FEET	REF.
RING	REF.
RING	REF.

OTHER/NOTES

