

DATE CHARACTER CREATED _____

ARDA AGE _____

YEAR _____

CHARACTER NAME _____

RACE _____

CULTURE _____

PLAYER _____

CLASS AND LEVEL _____

HOMELAND _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				
COM COMELINESS				

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

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	

DAMAGE REDUCTION

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		

CONDITIONAL AC MODIFIERS

CLASS SKILL?	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)			
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
☐	APPRAISE ■	INT				
☐	BALANCE ■	DEX*				
☐	BLUFF ■	CHA				
☐	CLIMB ■	STR*				
☐	CONCENTRATION ■	CON				
☐	CRAFT ■ ()	INT				
☐	CRAFT ■ ()	INT				
☐	CRAFT ■ ()	INT				
☐	DECIPHER SCRIPT	INT				
☐	DIPLOMACY ■	CHA				
☐	DISABLE DEVICE	INT				
☐	DISGUISE ■	CHA				
☐	ESCAPE ARTIST ■	DEX*				
☐	FORGERY ■	INT				
☐	GATHER INFORMATION ■	CHA				
☐	HANDLE ANIMAL	CHA				
☐	HEAL ■	WIS				
☐	HIDE ■	DEX*				
☐	INTIMIDATE ■	CHA				
☐	JUMP ■	STR*				
☐	KNOWLEDGE ()	INT				
☐	KNOWLEDGE ()	INT				
☐	KNOWLEDGE ()	INT				
☐	KNOWLEDGE ()	INT				
☐	KNOWLEDGE ()	INT				
☐	KNOWLEDGE ()	INT				
☐	LISTEN ■	WIS				
☐	MOVE SILENTLY ■	DEX*				
☐	OPEN LOCK	DEX				
☐	PERFORM ■ ()	CHA				
☐	PERFORM ■ ()	CHA				
☐	PERFORM ■ ()	CHA				
☐	PROFESSION ()	WIS				
☐	PROFESSION ()	WIS				
☐	RIDE ■	DEX				
☐	SEARCH ■	INT				
☐	SENSE MOTIVE ■	WIS				
☐	SLEIGHT OF HAND	DEX*				
☐	SPELLCRAFT	INT				
☐	SPOT ■	WIS				
☐	SURVIVAL ■	WIS				
☐	SWIM ■	STR*				
☐	TUMBLE	DEX*				
☐	USE MAGIC DEVICE	CHA				
☐	USE ROPE ■	DEX				
☐						
☐						

■ Denotes a skill that can be used untrained. □ Check this box if the skill is a class skill for the character.
 *Armor check penalty, if any, applies. (Double penalty for Swim.)

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

SENSE MAGIC BROADCAST	SENSE MAGIC RESIDUE

BASE ATTACK BONUS	SPELL RESISTANCE

GRAPPLE MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

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