

CHARACTER NAME				ALIGNMENT		RACE		CLASS/LEVEL				PLAYER	
----------------	--	--	--	-----------	--	------	--	-------------	--	--	--	--------	--

SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES	SKIN	DISTINGUISHING CHARACTERISTICS		HOMELAND	RELIGION/PATRON DEITY
------	--------	-----	--------	--------	------	------	------	--------------------------------	--	----------	-----------------------

ABILITY		ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	ROLLED HD:		VISION/SENSE:	
STR STRENGTH						HP HIT POINTS	TOTAL	WOUNDS/CURRENT HP	SPEED LAND
DEX DEXTERITY						TEMP			FT. SQ. BASE SPEED
CON CONSTITUTION						NONLETHAL			FT. SQ. WITH ARMOR
INT INTELLIGENCE						DR	RESISTANCES/IMMUNITIES		FT. SQ. TEMP MODIFIERS
WIS WISDOM						SR			FLY MANEUVERABILITY
CHA CHARISMA						INITIATIVE MODIFIER	TOTAL = DEX + MISC	FORTIFICATION	SWIM CLIMB BURROW
AC ARMOR CLASS		= 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + DODGE BONUS + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER				MODIFIERS		SKILLS	
TOUCH ARMOR CLASS								SKILL <input type="checkbox"/> ACROBATICS <input type="checkbox"/> APPRAISE <input type="checkbox"/> BLUFF <input type="checkbox"/> CLIMB <input type="checkbox"/> CRAFT <input type="checkbox"/> CRAFT <input type="checkbox"/> CRAFT <input type="checkbox"/> DIPLOMACY <input type="checkbox"/> DISABLE DEVICE* <input type="checkbox"/> DISGUISE <input type="checkbox"/> ESCAPE ARTIST <input type="checkbox"/> FLY <input type="checkbox"/> HANDLE ANIMAL* <input type="checkbox"/> HEAL <input type="checkbox"/> INTIMIDATE KNOWLEDGE* <input type="checkbox"/> ARCANA <input type="checkbox"/> DUNGEONEERING <input type="checkbox"/> ENGINEERING <input type="checkbox"/> GEOGRAPHY <input type="checkbox"/> HISTORY <input type="checkbox"/> LOCAL <input type="checkbox"/> NATURE <input type="checkbox"/> NOBILITY <input type="checkbox"/> PLANES <input type="checkbox"/> RELIGION <input type="checkbox"/> LINGUISTICS* <input type="checkbox"/> PERCEPTION <input type="checkbox"/> PERFORM <input type="checkbox"/> PERFORM <input type="checkbox"/> PROFESSION* <input type="checkbox"/> PROFESSION* <input type="checkbox"/> RIDE <input type="checkbox"/> SENSE MOTIVE <input type="checkbox"/> SLEIGHT OF HAND* <input type="checkbox"/> SPELLCRAFT* <input type="checkbox"/> STEALTH <input type="checkbox"/> SURVIVAL <input type="checkbox"/> SWIM <input type="checkbox"/> USE MAGIC DEVICE* <input checked="" type="checkbox"/> CLASS SKILL *TRAINED ONLY	
FLAT-FOOTED ARMOR CLASS								TOTAL BONUS ABILITY MOD. RANKS Misc. Mod. _____ =DEX _____ + _____ + _____ _____ =INT _____ + _____ + _____ _____ =CHA _____ + _____ + _____ _____ =STR _____ + _____ + _____ _____ =INT _____ + _____ + _____ _____ =INT _____ + _____ + _____ _____ =CHA _____ + _____ + _____ _____ =DEX _____ + _____ + _____ _____ =CHA _____ + _____ + _____ _____ =DEX _____ + _____ + _____ _____ =DEX _____ + _____ + _____ _____ =CHA _____ + _____ + _____ _____ =WIS _____ + _____ + _____ _____ =CHA _____ + _____ + _____	
TEMPORARY ARMOR CLASS								EVASION <input type="checkbox"/> IMP. UNCANNY DODGE <input type="checkbox"/>	
FORTITUDE (CONSTITUTION)		TOTAL = BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER				MODIFIERS		BAB BASE ATTACK BONUS	
REFLEX (DEXTERITY)									
WILL (WISDOM)									
CMB		TOTAL = BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER				MODIFIERS		CONDITIONAL ATTACK MODIFIERS	
CMD		TOTAL = BASE ATTACK BONUS + DEXTERITY MODIFIER + SIZE MODIFIER + 10							

WEAPON		WEIGHT:	VALUE:	LOCATION:	ATTACK BONUS	CRITICAL	NOTES
TYPE	RANGE	AMMUNITION	DAMAGE				

WEAPON		WEIGHT:	VALUE:	LOCATION:	ATTACK BONUS	CRITICAL	NOTES
TYPE	RANGE	AMMUNITION	DAMAGE				

WEAPON		WEIGHT:	VALUE:	LOCATION:	ATTACK BONUS	CRITICAL	NOTES
TYPE	RANGE	AMMUNITION	DAMAGE				

WEAPON		WEIGHT:	VALUE:	LOCATION:	ATTACK BONUS	CRITICAL	NOTES
TYPE	RANGE	AMMUNITION	DAMAGE				

WEAPON		WEIGHT:	VALUE:	LOCATION:	ATTACK BONUS	CRITICAL	NOTES
TYPE	RANGE	AMMUNITION	DAMAGE				

WEAPON		WEIGHT:	VALUE:	LOCATION:	ATTACK BONUS	CRITICAL	NOTES
TYPE	RANGE	AMMUNITION	DAMAGE				

SPECIAL ABILITIES		USED/TOTAL	POOL:
		/	TOTAL
		/	USED
		/	
		/	
		/	

CAMPAIGN NAME: _____

FEATS

[illegible]

WEAPON PROFICIENCIES: _____

ARMOR PROFICIENCIES: ☐ LIGHT ☐ MEDIUM ☐ HEAVY ☐ SHIELDS ☐ TOWER SHIELDS

SPECIAL ABILITIES

[illegible]

TRAITS

PARENTS	FAMILY/CLAN
---------	-------------

SIBLINGS

RELATIONSHIPS

ALLEGIANCE

PERSONALITY

PREVIOUS OCCUPATION

REASON FOR ADVENTURING

GREATEST FLAW

NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's part of a bound notebook.

LANGUAGES

[illegible]

EXPERIENCE POINTS

NEXT LEVEL

NEXT LEVEL

--	--

© 2012 Jonah Boncompagni. Permission granted to photocopy for personal use only.

SPELLS

CONDITIONAL MODIFIERS

CONCENTRATION

0: _____

1: _____

2: _____

3: _____

4: _____

5: _____

6: _____

7: _____

8: _____

9: _____

ANIMAL COMPANION, FAMILIAR, MOUNT, EIDOLON, PET

0:

1:

2:

3:

4:

5:

6:

7:

8:

9:

ANIMAL COMPANION, FAMILIAR, MOUNT, EIDOLON, PET

RESISTANCES/
IMMUNITIES

Diagram illustrating the calculation of CMD (Command) score:

CMB = **BASE ATTACK BONUS** + **STRENGTH MODIFIER** + **SIZE MODIFIER** + **MODIFIERS**

CMD = **BASE ATTACK BONUS** + **STRENGTH MODIFIER** + **DEXTERITY MODIFIER** + **SIZE MODIFIER** + **10**

SKILLS

EQUIPMENT

- LIGHT _____
 - MED. _____
 - HEAVY _____
 - PULL _____

SPECIAL ABILITIES

FEATS

TRICKS
