

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:	HP	WOUNDS/CURRENT HP	VISION/SENSE:
STR STRENGTH					HP HIT POINTS	TOTAL		
DEX DEXTERITY					TEMP			
CON CONSTITUTION					NONLETHAL			
INT INTELLIGENCE					DR			
WIS WISDOM					SR			
CHA CHARISMA								

  

AC	ARMOR CLASS	TOUCH	ARMOR CLASS	FLAT-FOOTED	ARMOR CLASS	TEMPORARY	ARMOR CLASS	INITIATIVE	MODIFIER	TOTAL	DEX	MISC	FORTIFICATION
AC													

  

FORTITUDE	CONSTITUTION	REFLEX	DEXTERITY	WILL	WISDOM	CMB	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	CMD	TOTAL	BASE ATTACK BONUS	DEXTERITY MODIFIER	SIZE MODIFIER
FORTITUDE		REFLEX		WILL		CMB					CMD				

  

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

  

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SKILL	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
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*				
ARCANA		=INT	+	+
ARCH. & ENGINEERING		=INT	+	+
DUNGEONEERING		=INT	+	+
GEOGRAPHY		=INT	+	+
DUNGEONEERING		=INT	+	+
GEOGRAPHY		=INT	+	+
HISTORY		=INT	+	+
LOCAL		=INT	+	+
NATURE		=INT	+	+
NOBILITY & ROYALTY		=INT	+	+
RELIGION		=INT	+	+
THE PLANES		=INT	+	+
LISTEN		=WIS	+	+
MOVE SILENTLY		=DEX	+	+</