

level	size	age	gender	height	weight	eyes	hair
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CHARACTER RECORD SHEETS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
HP hit points					
AC armor class	<div> <div></div> = 10 + <div>ARMOR BONUS</div> + <div>SHIELD BONUS</div> + <div>DEX MODIFIER</div> + <div>SIZE MODIFIER</div> + <div>NATURAL ARMOR</div> + <div>MISC MODIFIER</div> </div>				
TOTAL				MISS CHANCE	<div>ARCANE SPELL FAILURE</div> <div>ARMOR CHECK PENALTY</div> <div>SPELL RESISTANCE</div>

INITIATIVE modifier	TOTAL	DEX MODIFIER	MISC MODIFIER

BASE ATTACK bonus	TOTAL

CROSS-CLASS	SKILLS					MAX RANKS
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	Alchemy					
<input type="checkbox"/>	Animal empathy					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional 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"/>	

	TOTAL		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE attack bonus	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
RANGED attack bonus	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
	TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	

WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

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

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

AMMUNITION

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□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□

CROSS-CLASS	SKILLS		MAX RANKS			
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> Alchemy	int	_____	=	_____	+	_____
<input type="checkbox"/> Animal empathy	cha	_____	=	_____	+	_____
<input type="checkbox"/> Appraise r	int	_____	=	_____	+	_____
<input type="checkbox"/> Balance r	dex*	_____	=	_____	+	_____
<input type="checkbox"/> Bluff r	cha	_____	=	_____	+	_____
<input type="checkbox"/> Climb r	str*	_____	=	_____	+	_____
<input type="checkbox"/> Concentration r	con	_____	=	_____	+	_____
<input type="checkbox"/> Craft r (_____)	int	_____	=	_____	+	_____
<input type="checkbox"/> Decipher Script	int	_____	=	_____	+	_____
<input type="checkbox"/> Diplomacy r	cha	_____	=	_____	+	_____
<input type="checkbox"/> Disable Device	int	_____	=	_____	+	_____
<input type="checkbox"/> Disguise r	cha	_____	=	_____	+	_____
<input type="checkbox"/> Escape Artist r	dex*	_____	=	_____	+	_____
<input type="checkbox"/> Forgery r	int	_____	=	_____	+	_____
<input type="checkbox"/> Gather Information r	cha	_____	=	_____	+	_____
<input type="checkbox"/> Handle Animal	cha	_____	=	_____	+	_____
<input type="checkbox"/> Heal r	wis	_____	=	_____	+	_____
<input type="checkbox"/> Hide r	dex*	_____	=	_____	+	_____
<input type="checkbox"/> Innuendo	wis	_____	=	_____	+	_____
<input type="checkbox"/> Intimidate r	cha	_____	=	_____	+	_____
<input type="checkbox"/> Intuit Direction	wis	_____	=	_____	+	_____
<input type="checkbox"/> Jump r	str*	_____	=	_____	+	_____
<input type="checkbox"/> Knowledge (arcana)	int	_____	=	_____	+	_____
<input type="checkbox"/> Knowledge (architecture & 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 & royalty)	int	_____	=	_____	+	_____
<input type="checkbox"/> Knowledge (the planes)	int	_____	=	_____	+	_____
<input type="checkbox"/> Knowledge (religion)	int	_____	=	_____	+	_____
<input type="checkbox"/> Listen r	wis	_____	=	_____	+	_____
<input type="checkbox"/> Move Silently r	dex*	_____	=	_____	+	_____
<input type="checkbox"/> Open Lock	dex	_____	=	_____	+	_____
<input type="checkbox"/> Perform r (_____)		_____		_____		_____
<input type="checkbox"/> Pick Pocket	cha	_____	=	_____	+	_____
<input type="checkbox"/> Profession (_____)	dex*	_____	=	_____	+	_____
<input type="checkbox"/> Read Lips	wis	_____	=	_____	+	_____
<input type="checkbox"/> Ride r	int	_____	=	_____	+	_____
<input type="checkbox"/> Scry r	dex	_____	=	_____	+	_____
<input type="checkbox"/> Search r	int	_____	=	_____	+	_____
<input type="checkbox"/> Sense Motive r	int	_____	=	_____	+	_____
<input type="checkbox"/> Spellcraft	wis	_____	=	_____	+	_____
<input type="checkbox"/> Spellcraft	int	_____	=	_____	+	_____
<input type="checkbox"/> Spot r	int	_____	=	_____	+	_____
<input type="checkbox"/> Swim r	wis	_____	=	_____	+	_____
<input type="checkbox"/> Tumble	str**	_____	=	_____	+	_____
<input type="checkbox"/> Use Magic Device	dex*	_____	=	_____	+	_____
<input type="checkbox"/> Use Magic Device	cha	_____	=	_____	+	_____
<input type="checkbox"/> Use Rope r	dex	_____	=	_____	+	_____
<input type="checkbox"/> Wilderness Lore r	dex	_____	=	_____	+	_____
<input type="checkbox"/> Will derness Lore r	wis	_____	=	_____	+	_____
<input type="checkbox"/> _____	_____	_____	=	_____	+	_____

