

CHARACTER NAME

PLAYER

CHARACTER TYPE AND LEVEL

CLAN/AUSPICE/ETC

SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

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

HP
HIT POINTS

TOTAL

WOUNDS/CURRENT HP

DEF
DEFENSE

TOTAL

10

CLASS BONUS

DEX MOD.

SIZE MOD.

NATURAL BONUS

DEFLECT MOD.

MISC. MOD.

TOUGH
DEFENSE

FLAT-FOOTED
DEFENSE

INITIATIVE
MODIFIER

TOTAL

DEX MOD.

MISC. MOD.

HUMANITY

BASE ATTACK BONUS

GRAPPLE
MODIFIER

TOTAL

BASE ATTACK BONUS

STR MOD.

SIZE MOD.

MISC. MOD.

SPEED

SUPERNATURAL ENERGY
VITAE, ESSENCE, ETC.

CURRENT

MAX

CURRENT ROUNDED

FORTITUDE
CONSTITUTION

TOTAL

BASE SAVE

ABILITY MOD.

MISC. MOD.

TEMP. MOD.

CONDITIONAL MODIFIERS

REFLEX
DEXTERITY

WILL
WISDOM

SKILLS
FOCUS

MAX RANKS (CLASS/CROSS-CLASS)

SKILL NAME	KEY ABILITY	SKILL MOD.	ABILITY MOD.	RANKS	MISC. MOD.
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- Appraise* Int
- Balance* Dex
- Bluff* Cha
- Climb* Str
- Computer Use* Int
- Concentration* Con
- Craft* Int
- Craft*
- Craft*
- Demolitions¹ Int
- Diplomacy* Cha
- Disable Device¹ Int
- Disguise* Cha
- Drive Dex
- Escape Artist⁴ Dex
- Forgery Int
- Gather Information Cha
- Handle Animal¹ Cha
- Heal Wis
- Hide⁴ Dex
- Intimidate Cha
- Jump³ Str
- Knowledge Int
- Knowledge Int
- Knowledge Int
- Listen Wis
- Move Silently³ Dex
- Navigate Int
- Open Lock⁴ Dex
- Perform Cha
- Pilot¹ Dex
- Profession¹ Wis
- Profession
- Repair¹ Int
- Research Int
- Ride Dex
- Search Int
- Sense Motive Wis
- Sleight of Hand^{3,4} Dex
- Spellcraft¹ Int
- Spot Wis
- Survival Wis
- Swim³ Str
- Tumble^{3,4} Dex
- Use Rope Dex

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
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AMMUNITION

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ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE
NOTES				

AMMUNITION

* Your defense check penalty applies to checks with this skill
¹ You must be trained in this skill — must possess at least 1 rank in it — to use it effectively.
² The Craft skill varies on whether or not you can use it untrained.

CAMPAIGN

[Empty box for campaign name]

EXPERIENCE

GEAR

ARMOR

[Empty box for armor name]					
TYPE	DAMAGE REDUCTION		DEFENSE PENALTY		
[Empty box]	[Empty box]		[Empty box]		
SPEED PENALTY	WEIGHT		ARMOR CHECK PENALTY		
[Empty box]	[Empty box]		[Empty box]		

POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
TOTAL WEIGHT CARRIED					[Empty box]
[Empty box]	[Empty box]	[Empty box]	[Empty box]	[Empty box]	[Empty box]
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (MAX LOAD)	LIFT OFF GROUND (2x MAX LOAD)	PUSH OR DRAG (5x MAX LOAD)

FEATS

PG.

[Lined area for recording feats]

WEAKNESSES

PG.

[Lined area for recording weaknesses]

TYPE FEATURES

PG.

[Lined area for recording type features]

CORE ABILITIES

PG.

[Lined area for recording core abilities]

LANGUAGES

[Lined area for recording languages]

SUPER NATURAL ABILITIES

ABILITY DC COST DUR PG

ABILITY	DC	COST	DUR	PG

NOTES

[Lined area for notes]