


<i>Character Name</i>										alignment	lg ln le	ng n ne	cg cn ce							
<i>Player Name</i>																				
<i>Class</i>																				
<i>Level</i>										Cross-Class	<i>Skills</i>									
<i>Race</i>											<input type="checkbox"/> Appraise*	Int	=	+	+					
<i>Desty</i>											<input type="checkbox"/> Balance*	Dex•	=	+	+					
<i>Age:</i>										<input type="checkbox"/> Bluff*	Cha	=	+	+						
<i>Gender:</i>										<input type="checkbox"/> Climb*	Str•	=	+	+						
<i>Height:</i>										<input type="checkbox"/> Concentration*	Con	=	+	+						
<i>Hair:</i>										<input type="checkbox"/> Craft* ()	Int	=	+	+						
<i>Eyes:</i>										<input type="checkbox"/> Craft* ()	Int	=	+	+						
<i>XP</i>										<input type="checkbox"/> Craft* ()	Int	=	+	+						
<i>Size</i>										<input type="checkbox"/> Craft* ()	Int	=	+	+						
<i>Temp hp</i>										<input type="checkbox"/> Creature Lore	Int	=	+	+						
<i>Damage reduction</i>										<input type="checkbox"/> Decipher Script	Int	=	+	+						
<i>Fort (con)</i>										<input type="checkbox"/> Diplomacy*	Cha	=	+	+						
<i>Ref (dex)</i>										<input type="checkbox"/> Disable Device	Int	=	+	+						
<i>Will (wis)</i>										<input type="checkbox"/> Disguise*	Cha	=	+	+						
<i>Base Attack</i>										<input type="checkbox"/> Escape Artist*	Dex•	=	+	+						
<i>Speed</i>										<input type="checkbox"/> Escape Artist*	Dex•	=	+	+						
<i>Initiative</i>										<input type="checkbox"/> Forgery*	Int	=	+	+						
<i>Melee attack bonus</i>										<input type="checkbox"/> Gather Information*	Cha	=	+	+						
<i>Ranged attack bonus</i>										<input type="checkbox"/> Handle Animal	Cha	=	+	+						
<i>Grapple attack bonus</i>										<input type="checkbox"/> Heal*	Wis	=	+	+						
<i>Armor Class</i>										<input type="checkbox"/> Hide*	Dex•	=	+	+						
<i>Flat Footed AC</i>										<input type="checkbox"/> Intimidate*	Cha	=	+	+						
<i>Touch Attack AC</i>										<input type="checkbox"/> Intimidate*	Cha	=	+	+						
<i>Total Armor Check Penalty</i>										<input type="checkbox"/> Jack Handling	Wis	=	+	+						
<i>Total Arcane Spell Failure</i>										<input type="checkbox"/> Jump*	Str•	=	+	+						
<i>Miss Chance:</i>										<input type="checkbox"/> Knowledge ()	Int	=	+	+						
<i>Spell Resistance:</i>										<input type="checkbox"/> Knowledge ()	Int	=	+	+						
<i>WEAPON:</i>										<input type="checkbox"/> Knowledge ()	Int	=	+	+						
<i>Damage:</i>										<input type="checkbox"/> Knowledge ()	Int	=	+	+						
<i>Critical:</i>										<input type="checkbox"/> Knowledge ()	Int	=	+	+						
<i>Range:</i>										<input type="checkbox"/> Listen*	Wis	=	+	+						
<i>Weight:</i>										<input type="checkbox"/> Listen*	Wis	=	+	+						
<i>Type:</i>										<input type="checkbox"/> Move Silently*	Dex•	=	+	+						
<i>Special Properties:</i>										<input type="checkbox"/> Move Silently*	Dex•	=	+	+						
<i>WEAPON:</i>										<input type="checkbox"/> Open Lock	Dex	=	+	+						
<i>Damage:</i>										<input type="checkbox"/> Open Lock	Dex	=	+	+						
<i>Critical:</i>										<input type="checkbox"/> Perform* ()	Cha	=	+	+						
<i>Range:</i>										<input type="checkbox"/> Perform* ()	Cha	=	+	+						
<i>Weight:</i>										<input type="checkbox"/> Profession ()	Wis	=	+	+						
<i>Type:</i>										<input type="checkbox"/> Profession ()	Wis	=	+	+						
<i>Special Properties:</i>										<input type="checkbox"/> Ride*	Dex	=	+	+						
<i>WEAPON:</i>										<input type="checkbox"/> Ride*	Dex	=	+	+						
<i>Damage:</i>										<input type="checkbox"/> Search*	Int	=	+	+						
<i>Critical:</i>										<input type="checkbox"/> Search*	Int	=	+	+						
<i>Range:</i>										<input type="checkbox"/> Sense Motive*	Wis	=	+	+						
<i>Weight:</i>										<input type="checkbox"/> Sense Motive*	Wis	=	+	+						
<i>Type:</i>										<input type="checkbox"/> Sleight of Hand	Dex•	=	+	+						
<i>Special Properties:</i>										<input type="checkbox"/> Sleight of Hand	Dex•	=	+	+						
<i>ARMOR/PROTECTIVE ITEM:</i>										<input type="checkbox"/> Spellcraft	Int	=	+	+						
<i>Type:</i>										<input type="checkbox"/> Spellcraft	Int	=	+	+						
<i>Max Dex bonus:</i>										<input type="checkbox"/> Spot*	Wis	=	+	+						
<i>Arcane Spell Failure:</i>										<input type="checkbox"/> Spot*	Wis	=	+	+						
<i>Speed:</i>										<input type="checkbox"/> Survival*	Wis	=	+	+						
<i>Weight:</i>										<input type="checkbox"/> Survival*	Wis	=	+	+						
<i>Check Penalty:</i>										<input type="checkbox"/> Swim*	Str•	=	+	+						
<i>Special Properties:</i>										<input type="checkbox"/> Swim*	Str•	=	+	+						
<i>ARMOR/PROTECTIVE ITEM:</i>										<input type="checkbox"/> Tumble	Dex•	=	+	+						
<i>Type:</i>										<input type="checkbox"/> Tumble	Dex•	=	+	+						
<i>Max Dex bonus:</i>										<input type="checkbox"/> Use Magic Device	Cha	=	+	+						
<i>Arcane Spell Failure:</i>										<input type="checkbox"/> Use Magic Device	Cha	=	+	+						
<i>Speed:</i>										<input type="checkbox"/> Use Rope*	Dex	=	+	+						
<i>Weight:</i>										<input type="checkbox"/> Use Rope*	Dex	=	+	+						
<i>Check Penalty:</i>										<input type="checkbox"/>		=	+	+						
<i>Special Properties:</i>										<input type="checkbox"/>		=	+	+						

Companions (Familiars

<i>Name</i>	<i>Class:</i>	<i>Level:</i>	<i>Hit Points:</i>
	<i>Race:</i>	<i>Gender:</i>	
STR	DEX	CON	INT
SAVING THROWS: Fort:	Ref:	Will:	WIS
			CHA
			AC:
			Attacks:
<i>Feats, Skills, & Special Abilities:</i>			

<i>Name</i>	<i>Class:</i>	<i>Level:</i>	<i>Hit Points:</i>
	<i>Race:</i>	<i>Gender:</i>	
STR	DEX	CON	INT
SAVING THROWS: Fort:	Ref:	Will:	WIS
			CHA
			AC:
			Attacks:
<i>Feats, Skills, & Special Abilities:</i>			

<i>Name</i>	<i>Class:</i>	<i>Level:</i>	<i>Hit Points:</i>
	<i>Race:</i>	<i>Gender:</i>	
STR	DEX	CON	INT
SAVING THROWS: Fort:	Ref:	Will:	WIS
			CHA
			AC:
			Attacks:
<i>Feats, Skills, & Special Abilities:</i>			

<i>Name</i>	<i>Class:</i>	<i>Level:</i>	<i>Hit Points:</i>
	<i>Race:</i>	<i>Gender:</i>	
STR	DEX	CON	INT
SAVING THROWS: Fort:	Ref:	Will:	WIS
			CHA
			AC:
			Attacks:
<i>Feats, Skills, & Special Abilities:</i>			

Weapons (Armor

<i>Weapon</i>	<i>total attack bonus</i>
<i>Damage:</i>	<i>Critical:</i>
<i>Type:</i>	<i>Range:</i>
<i>Special Properties:</i>	<i>Weight:</i>
	<i>Size:</i>
	<i>Ammo:</i>

<i>Weapon</i>	<i>total attack bonus</i>
<i>Damage:</i>	<i>Critical:</i>
<i>Type:</i>	<i>Range:</i>
<i>Special Properties:</i>	<i>Weight:</i>
	<i>Size:</i>
	<i>Ammo:</i>

<i>Weapon</i>	<i>total attack bonus</i>
<i>Damage:</i>	<i>Critical:</i>
<i>Type:</i>	<i>Range:</i>
<i>Special Properties:</i>	<i>Weight:</i>
	<i>Size:</i>
	<i>Ammo:</i>

<i>Armor (Protective Item</i>	<i>ac bonus</i>
<i>Type:</i>	<i>Max Dex Bonus:</i>
<i>Speed:</i>	<i>Weight:</i>
<i>Special Properties:</i>	<i>Arcane Spell Failure:</i>
	<i>Check Penalty:</i>

<i>Armor (Protective Item</i>	<i>ac bonus</i>
<i>Type:</i>	<i>Max Dex Bonus:</i>
<i>Speed:</i>	<i>Weight:</i>
<i>Special Properties:</i>	<i>Arcane Spell Failure:</i>
	<i>Check Penalty:</i>

<i>Armor (Protective Item</i>	<i>ac bonus</i>
<i>Type:</i>	<i>Max Dex Bonus:</i>
<i>Speed:</i>	<i>Weight:</i>
<i>Special Properties:</i>	<i>Arcane Spell Failure:</i>
	<i>Check Penalty:</i>

<i>Spells</i>		Readied	Spell Book Code	Readied	Spell Book Code	Readied	Spell Book Code	<i>Spell Books</i>					
0th			3rd		6th			Name:					
								Code ("A", "1", etc.):					
								PAGES USED					
								0th:	4th:	7th:			
								1st:	5th:	8th:			
								2nd:	6th:	9th:			
								3rd:	TOTAL				
								Weight:					
								Notes:					
1st			4th		7th			Name:					
								Code ("A", "1", etc.):					
								PAGES USED					
								0th:	4th:	7th:			
								1st:	5th:	8th:			
								2nd:	6th:	9th:			
								3rd:	TOTAL				
								Weight:					
								Notes:					
2nd			5th		8th			Name:					
								Code ("A", "1", etc.):					
								PAGES USED					
								0th:	4th:	7th:			
								1st:	5th:	8th:			
								2nd:	6th:	9th:			
								3rd:	TOTAL				
								Weight:					
								Notes:					
3rd			6th		9th			Name:					
								Code ("A", "1", etc.):					
								PAGES USED					
								0th:	4th:	7th:			
								1st:	5th:	8th:			
								2nd:	6th:	9th:			
								3rd:	TOTAL				
								Weight:					
								Notes:					
<i>Spell Components</i>		Item	wt.	Item	wt.	9th		<i>Spell Save</i>					
<i>School Specialization</i>								dc mod:					
Prohibited Schools:								Spell Save DC	LEVEL	Spells/Day	Bonus Spells	# Spells Known	
									0th		0		
									1st				
									2nd				
									3rd				
									4th				
									5th				
									6th				
									7th				
									8th				
									9th				
<i>Clerical Domains</i>													
Patron Deity:						Total Weight							

Notes

A large rectangular area with a solid grey header and a white body containing horizontal dashed lines for writing.