

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

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EXPERIENCE POINTS

GEAR

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

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

PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES

SKILLS

(CLASS/CROSS-CLASS)

MAX RANKS

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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> APPRAISE ■	INT		=	+ — +	
<input type="checkbox"/> BALANCE ■	DEX*		=	+ — +	
<input type="checkbox"/> BLUFF ■	CHA		=	+ — +	
<input type="checkbox"/> CLIMB ■	STR*		=	+ — +	
<input type="checkbox"/> CONCENTRATION ■	CON		=	+ — +	
<input type="checkbox"/> CRAFT ■ (—)	INT		=	+ — +	
<input type="checkbox"/> CRAFT ■ (—)	INT		=	+ — +	
<input type="checkbox"/> CRAFT ■ (—)	INT		=	+ — +	
<input type="checkbox"/> DECIPHER SCRIPT	INT		=	+ — +	
<input type="checkbox"/> DIPLOMACY ■	CHA		=	+ — +	
<input type="checkbox"/> DISABLE DEVICE	INT		=	+ — +	
<input type="checkbox"/> DISGUISE ■	CHA		=	+ — +	
<input type="checkbox"/> ESCAPE ARTIST ■	DEX*		=	+ — +	
<input type="checkbox"/> FORGERY ■	INT		=	+ — +	
<input type="checkbox"/> GATHER INFORMATION ■	CHA		=	+ — +	
<input type="checkbox"/> HANDLE ANIMAL	CHA		=	+ — +	
<input type="checkbox"/> HEAL ■	WIS		=	+ — +	
<input type="checkbox"/> HIDE ■	DEX*		=	+ — +	
<input type="checkbox"/> INTIMIDATE ■	CHA		=	+ — +	
<input type="checkbox"/> JUMP ■	STR*		=	+ — +	
<input type="checkbox"/> KNOWLEDGE (—)	INT		=	+ — +	
<input type="checkbox"/> KNOWLEDGE (—)	INT		=	+ — +	
<input type="checkbox"/> KNOWLEDGE (—)	INT		=	+ — +	
<input type="checkbox"/> KNOWLEDGE (—)	INT		=	+ — +	
<input type="checkbox"/> KNOWLEDGE (—)	INT		=	+ — +	

<input type="checkbox"/> LISTEN ■	WIS		=	+ — +	
<input type="checkbox"/> MOVE SILENTLY ■	DEX*		=	+ — +	
<input type="checkbox"/> OPEN LOCK	DEX		=	+ — +	
<input type="checkbox"/> PERFORM (—)	CHA		=	+ — +	
<input type="checkbox"/> PERFORM (—)	CHA		=	+ — +	
<input type="checkbox"/> PERFORM (—)	CHA		=	+ — +	
<input type="checkbox"/> PROFESSION (—)	WIS		=	+ — +	
<input type="checkbox"/> PROFESSION (—)	WIS		=	+ — +	
<input type="checkbox"/> RIDE ■	DEX		=	+ — +	
<input type="checkbox"/> SEARCH ■	INT		=	+ — +	
<input type="checkbox"/> SENSE MOTIVE ■	WIS		=	+ — +	
<input type="checkbox"/> SLEIGHT OF HAND	DEX*		=	+ — +	
<input type="checkbox"/> SPELLCRAFT	INT		=	+ — +	
<input type="checkbox"/> SPOT ■	WIS		=	+ — +	
<input type="checkbox"/> SURVIVAL ■	WIS		=	+ — +	
<input type="checkbox"/> SWIM ■	STR*		=	+ — +	
<input type="checkbox"/> TUMBLE	DEX*		=	+ — +	
<input type="checkbox"/> USE MAGIC DEVICE	CHA		=	+ — +	
<input type="checkbox"/> USE ROPE ■	DEX		=	+ — +	
<input type="checkbox"/> _____			=	+ — +	
<input type="checkbox"/> _____			=	+ — +	
<input type="checkbox"/> _____			=	+ — +	

■ Denotes a skill that can be used untrained.
 Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

Level 8

Level 9

