

CHARACTER NAME

PLAYER NAME

CLASS

RACE

ALIGNMENT

PRIMARY DEITY

CHARACTER SHEET

LEVEL SIZE AGE SEX HEIGHT WEIGHT EYES HAIR

Ability score table with columns for STR, DEX, CON, INT, WIS, CHA and rows for Ability Score, Ability Modifier, Temp Score, Temp Modifier.

AC calculation table: AC = 10 + Armor Bonus + Shield Bonus + Dex Modifier + Size Modifier + Natural Armor + Misc Modifiers + Miss Chance + Arcane Spell Failure + Armor Check Penalty + Spell Resistance + Spell Save DC Mod.

XP and Initiative tables. Includes fields for Current XP, Total XP, and Initiative calculation (Total = Dex Modifier + Misc Modifiers).

Saving Throws table with columns for Fortitude, Reflex, Will and rows for Con, Dex, Wis.

Attack Bonus table with columns for Melee, Ranged and rows for Str, Dex.

Weapon table with columns for Total Attack Bonus, Damage, Critical and rows for Range, Weight, Type, Size, Special Properties.

Weapon table (duplicate of previous).

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Armor table with columns for Type, Armor Bonus, Max Dex Bonus and rows for Check Penalty, Spell Failure, Speed, Weight, Special Properties.

Shield table with columns for Armor Bonus, Check Penalty, Spell Failure and rows for Weight, Special Properties.

Extra Damage table with columns for Sneak Attack, Enemy 1-4.

Weapon and Armor Proficiencies table with checkboxes for Simple, Martial, Shields, Light, Medium, Heavy, Power armor.

HP and Hit Die table with columns for Hit Die Type, Damage Reduction, HP.

Skills table header with columns for Cross-Class, Max Ranks, Ability, Total, Skill Ranks, Ability Modifier, Misc Modifier.

- List of skills including Alchemy, Animal Empathy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Cryptography, Decipher Script, Demolitions, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Freefall, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana, Empire, Engineering, History, Local, Nature, Religion), Listen, Move Silently, Navigate, Open Lock, Perform, Pick Pocket, Pilot, Profession, Read Lips, Repair, Research, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Urban Lore, Use Device, Use Magic Device, Use Rope, Wilderness Lore.

Legend for skill indicators: [X] indicates a "cross-class" skill which costs double; [■] indicates an "everyone" skill which may be used untrained; [◆] indicates that an armor penalty, if any, applies; [◇] indicates a -1 penalty per 5 lb. of gear.

