



CHARACTER NAME _____

PLAYER NAME _____

CLASS AND LEVEL _____

ECL _____

RACE _____

SIZE _____

ALIGNMENT _____

GOD/CHAPTER LEVEL _____

ABILITY SCORES

STR Strength	_____ = _____ + _____ + _____ - _____	<input type="text"/>
	<small>Base Score + Racial Mod Enhancement Bonuses MISC Bonuses MISC Penalties</small>	<small>Strength Modifier</small>
DEX Dexterity	_____ = _____ + _____ + _____ - _____	<input type="text"/>
	<small>Base Score + Racial Mod Enhancement Bonuses MISC Bonuses MISC Penalties</small>	<small>Dexterity Modifier</small>
CON Constitution	_____ = _____ + _____ + _____ - _____	<input type="text"/>
	<small>Base Score + Racial Mod Enhancement Bonuses MISC Bonuses MISC Penalties</small>	<small>Constitution Modifier</small>
INT Intelligence	_____ = _____ + _____ + _____ - _____	<input type="text"/>
	<small>Base Score + Racial Mod Enhancement Bonuses MISC Bonuses MISC Penalties</small>	<small>Intelligence Modifier</small>
WIS Wisdom	_____ = _____ + _____ + _____ - _____	<input type="text"/>
	<small>Base Score + Racial Mod Enhancement Bonuses MISC Bonuses MISC Penalties</small>	<small>Wisdom Modifier</small>
CHA Charisma	_____ = _____ + _____ + _____ - _____	<input type="text"/>
	<small>Base Score + Racial Mod Enhancement Bonuses MISC Bonuses MISC Penalties</small>	<small>Charisma Modifier</small>

COMBAT OPTIONS

BASE ATTACK BONUS _____

Weapon _____	Attack Bonus _____	Damage _____	Critical _____
Notes/Damages/Ammuniton _____			

Weapon _____	Attack Bonus _____	Damage _____	Critical _____
Notes/Damages/Ammuniton _____			

Weapon _____	Attack Bonus _____	Damage _____	Critical _____
Notes/Damages/Ammuniton _____			

Weapon _____	Attack Bonus _____	Damage _____	Critical _____
Notes/Damages/Ammuniton _____			

SAVING THROWS

	Total	=	Base Save	+	Ability Modifier	+	Universal Save	+	Misc. Modifier
FORTITUDE (Constitution)	<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"/>
WILL (Wisdom)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

Damage Type Resists/Immunities

Acid _____	Acid _____	God Level Immunity Bonuses:
Cold _____	Cold _____	
Divine _____	Divine _____	
Electric _____	Electric _____	
Fire _____	Fire _____	
Neg. _____	Neg. _____	
Pos. _____	Pos. _____	
Magic _____	Magic _____	
Sonic _____	Sonic _____	
Resists From Feats _____		

Misc. Immunities

Death Magic _____	Fear _____
Disease _____	Paralysis _____
Poison _____	Mind-affecting Spells _____
Knockdown _____	Critical Hits _____

Armor Class

AC _____ = 10 + _____ + _____ + _____ + _____ + _____ + _____ + _____

Total Armor Bonus Shield Bonus Dex Modifier Size Modifier Natural Armor Deflection Modifier Miscellaneous Modifiers

Touch AC _____ Flat-footed AC _____

Armor Worn	Max Dex	Armor Check Penalty	Weight
Shield Carried	Max Dex	Armor Check Penalty	Weight

Miscellaneous Information

Speed _____	Damage Resistance _____
Wings _____	Spell Resistance _____