



character name _____ player _____
 class _____ race _____ alignment _____ level _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____

ABILITIES	ABILITY	MODIFIER	TEMP	MODIFIER
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

SPEED DAM RED SPELL RESIST

INITIATIVE = (DEX) + +

B. A. B. BASE ATTACK BONUS

MELEE attack bonus = (BAB) + (STR) + (SIZE) + (ABILITY) +

RANGED attack bonus = (BAB) + (DEX) + (SIZE) + (ABILITY) +

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP
FORTITUDE	<input type="text"/>	= <input type="text"/>	+ <input type="text"/> (CON)	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
REFLEX	<input type="text"/>	= <input type="text"/>	+ <input type="text"/> (DEX)	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
WILL	<input type="text"/>	= <input type="text"/>	+ <input type="text"/> (WIS)	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

CARRYING CAPACITY

WEIGHT		LIFT OVER HEAD (Max load)
LIGHT		
MEDIUM	+3, -3 20 FT, x4	LIFT OFF GROUND (2 x Max load)
HEAVY	+1, -6 20 FT, x3	PUSH OR DRAG (5 x Max load)

HP hit points

NORMAL DAMAGE

SUBDUAL DAMAGE

AC Armor Class

FLAT-FOOTED = (No Dex)

TOUCH ATTACK = (No Armor, Shield, Natural)

TOTAL = 10 + (ARMOR) + (SHIELD) + (DEX) + (SIZE) + (NATURAL) +

Natural Armor: _____

Deflection: _____

Luck: _____

AMMUNITION

	WEIGHT	COST
TOTAL		

WEAPONS & ARMORS PROFICIENCIES

PROTECTIVE ITEM

	TYPE	BONUS	MAX DEX	PENALTY	FAILURE	SPEED	WEIGHT	COST
ARMOR								
SHIELD								
TOTAL								

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	SPECIAL	WEIGHT	COST
TOTAL									

CC SYNERGY **SKILLS** Ptos X NIVEL MAX RANKS /

SKILL NAME	TOTAL	ABILITY	RANKS	MISC
Alchemy		= INT	+ +	
<input type="checkbox"/> (1) Animal Empathy		= CHA	+ +	
<input type="checkbox"/> Appraise	r	= INT	+ +	
<input type="checkbox"/> Balance	r	= DEX	+ +	(10)
<input type="checkbox"/> (2) Bluff	r	= CHA	+ +	
<input type="checkbox"/> Climb	r	= STR	+ +	(12)
<input type="checkbox"/> Concentration	r	= CON	+ +	
<input type="checkbox"/> Craft (_____)	r	= INT	+ +	
<input type="checkbox"/> (3) Decipher Script		= INT	+ +	
<input type="checkbox"/> Diplomacy	r	= CHA	+ +	2+8
<input type="checkbox"/> Disable Device		= INT	+ +	
<input type="checkbox"/> Disguise	r	= CHA	+ +	(2)
<input type="checkbox"/> (4) Escape Artist	r	= DEX	+ +	(12)
<input type="checkbox"/> Forgery	r	= INT	+ +	
<input type="checkbox"/> Gather Information	r	= CHA	+ +	
<input type="checkbox"/> (5) Handle Animal		= CHA	+ +	(1)
<input type="checkbox"/> Heal	r	= WIS	+ +	
<input type="checkbox"/> Hide	r	= DEX	+ +	
<input type="checkbox"/> Innuendo		= WIS	+ +	2/8
<input type="checkbox"/> Intimidate	r	= CHA	+ +	(2)
<input type="checkbox"/> (6) Intuit Direction		= WIS	+ +	
<input type="checkbox"/> (7) Jump	r	= STR	+ +	(10)
<input type="checkbox"/> Knowledge (arcana)		= INT	+ +	
<input type="checkbox"/> Knowledge (nature)		= INT	+ +	
<input type="checkbox"/> Knowledge (religion)		= INT	+ +	
<input type="checkbox"/> (_____)		= INT	+ +	
<input type="checkbox"/> (_____)		= INT	+ +	
<input type="checkbox"/> Listen	r	= WIS	+ +	
<input type="checkbox"/> Move Silently	r	= DEX	+ +	
<input type="checkbox"/> Open Lock		= DEX	+ +	
<input type="checkbox"/> Perform	r	= CHA	+ +	
<input type="checkbox"/> Pick Pocket		= DEX	+ +	(2)
<input type="checkbox"/> Profession (_____)		= WIS	+ +	
<input type="checkbox"/> Read Lips		= INT	+ +	
<input type="checkbox"/> Ride	r	= DEX	+ +	(5)
<input type="checkbox"/> Scry	r	= INT	+ +	
<input type="checkbox"/> Search	r	= INT	+ +	
<input type="checkbox"/> (8) Sense Motive	r	= WIS	+ +	
<input type="checkbox"/> (9) Spellcraft		= INT	+ +	(11)
<input type="checkbox"/> Spot	r	= WIS	+ +	
<input type="checkbox"/> Swim (-1 every 5 lbs.)	r	= STR	+ +	
<input type="checkbox"/> (10) Tumble		= DEX	+ +	(7)
<input type="checkbox"/> (11) Use Magic Device		= CHA	+ +	3+9
<input type="checkbox"/> (12) Use Rope	r	= DEX	+ +	(4)
<input type="checkbox"/> Wilderness Lore	r	= WIS	+ +	(6)
<input type="checkbox"/>		= +	+ +	
<input type="checkbox"/>		= +	+ +	
<input type="checkbox"/>		= +	+ +	
<input type="checkbox"/>		= +	+ +	

Características de Familiar, Compañero animal, etc

Nombre				Tamaño y tipo				
Característica	Mod	Salvación			Nivel	Heridas	Iniciativa	
FZA		Fort	Ref	Vol	PG	Velocidad		
CON		CA						
DES								
INT								
SAB								
CAR								
Ataques						Daño		
Ataques especiales			Cualidades especiales			Proezas		
Experiencia		Ptos próx nivel			Otros			

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