



CLASS		SKILLS			
		TOTAL	RANKS	ABILITY	BONUSES
<input type="checkbox"/>	ACROBATICS ♦	DEX			
<input type="checkbox"/>	APPRAISE	INT			
<input type="checkbox"/>	BLUFF	CHA			
<input type="checkbox"/>	CLIMB ♦	STR			
<input type="checkbox"/>	CRAFT:	INT			
<input type="checkbox"/>	DIPLOMACY	CHA			
<input type="checkbox"/>	DISABLE DEVICE ♦	DEX			
<input type="checkbox"/>	DISGUISE	CHA			
<input type="checkbox"/>	ESCAPE ARTIST ♦	DEX			
<input type="checkbox"/>	FLY ♦	DEX			
<input type="checkbox"/>	HANDLE ANIMAL	CHA			
<input type="checkbox"/>	HEAL	WIS			
<input type="checkbox"/>	INTIMIDATE	CHA			
<input type="checkbox"/>	KN: ARCANA	INT			
<input type="checkbox"/>	KN: DUNGONEERING	INT			
<input type="checkbox"/>	KN: ENGINEERING	INT			
<input type="checkbox"/>	KN: GEOGRAPHY	INT			
<input type="checkbox"/>	KN: HISTORY	INT			
<input type="checkbox"/>	KN: LOCAL	INT			
<input type="checkbox"/>	KN: NATURE	INT			
<input type="checkbox"/>	KN: NOBILITY	INT			
<input type="checkbox"/>	KN: PLANES	INT			
<input type="checkbox"/>	KN: RELIGION	INT			
<input type="checkbox"/>	LINGUISTICS	INT			
<input type="checkbox"/>	PERCEPTION	WIS			
<input type="checkbox"/>	PERFORM	CHA			
<input type="checkbox"/>	PROFESSION:	WIS			
<input type="checkbox"/>	RIDE ♦	DEX			
<input type="checkbox"/>	SENSE MOTIVE	WIS			
<input type="checkbox"/>	SLEIGHT OF HAND ♦	DEX			
<input type="checkbox"/>	SPELLCRAFT	INT			
<input type="checkbox"/>	STEALTH ♦	DEX			
<input type="checkbox"/>	SURVIVAL	WIS			
<input type="checkbox"/>	SWIM ♦	STR			
<input type="checkbox"/>	USE MAGIC DEVICE	CHA			
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.  
SKILLS MARKED WITH ♦ ARE APPLIED ARMOR CHECK PENALTIES

EXPERIENCE

SLOW ☐ MEDIUM ☐ FAST ☐

INIT INITIATIVE		SPEED	FLY	SWIM	CLIMB	

**DR**  
DAMAGE REDUCTION

**SR**  
SPELL RESIST

RESISTANCES

RESISTANCES

PROFICIENCIES	

[illegible]

EQUIPMENT SLOTS FOR MAGIC ITEMS	
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
RING	
RING	
WAIST	
FEET	

LEVEL	SPELL SAVE DC	SPELLS PER DAY	BONUS SPELLS
0	<div></div>	<div></div>	—
1ST	<div></div>	<div></div>	<div></div>
2ND	<div></div>	<div></div>	<div></div>
3RD	<div></div>	<div></div>	<div></div>
4TH	<div></div>	<div></div>	<div></div>
5TH	<div></div>	<div></div>	<div></div>
6TH	<div></div>	<div></div>	<div></div>
7TH	<div></div>	<div></div>	<div></div>
8TH	<div></div>	<div></div>	<div></div>
9TH	<div></div>	<div></div>	<div></div>

SPECIALISATION OR DOMAINS

### SPELLS KNOWN

**FAMILIAR OR COMPANION**

NAME		RACE/TEMPLATE		INIT		SENSES	
<b>HP</b> HIT POINTS			<b>HD</b>	SPEED		SPACE/REACH	
<b>AC</b> ARMOR CLASS	<b>AC</b>			FEATS			
	<b>TOUCH</b>			FEATS			
	<b>FLAT-FOOTED</b>			SKILLS			
<b>STR</b> STRENGTH		<b>FORT</b> FORTITUDE		SKILLS			
<b>DEX</b> DEXTERITY		<b>REF</b> REFLEX		SPECIAL QUALITIES			
<b>CON</b> CONSTITUTION		<b>WILL</b> WILLPOWER		SPECIAL QUALITIES			
<b>INT</b> INTELLIGENCE		<b>BAB</b> BASE ATTACK		GEAR			
<b>WIS</b> WISDOM		<b>CMB</b> MODIFIER		GEAR			
<b>CHA</b> CHARISMA		<b>CMD</b> MODIFIER		GEAR			
ATTACK				SPECIAL ABILITIES			
ATTACK				SPECIAL ABILITIES			
ATTACK				SPECIAL ABILITIES			