d20 system

CLASS(ES): Ch. Level:

Race: Gender: Size: Alignment:

Height: Weight: Eyes: Hair: Age:

Other notes:

	Wound	Vitality	Current
HP Hit-Points			

	Maximum	20% San	Current
SAN Sanity			

AC DEFENSE — Total ( ) Flat Footed ( ) Touch ( )

Armor | Armor penalty

Initiative ( ) Speed ( ) BAB ( )

SAVING THROWS

		Base save	Abil. mod	Other mod	Temp mod
FOR Fortitude (Con)					
REF Reflex (Dex)					
WIL Will (Wis)					

Action Points	
Reputation	
Wealth Bonus	

	Ability Score	Modifier	Temp Score	Temp Mod
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

Magic / Psi	0	DC	1st	DC	2nd	DC	3rd	DC	4th	DC	5th	DC	6th	DC	7th	DC	8th	DC	9th	DC

Psi-Points / Mana ( )

Weapon used	Total Attack Bonus	Damage	Critical	Special / Magic	Range	Size	Type	Weight

SKILLS

	Total	Ranks + Mod.
Balance (dex*)		
Bluff (cha)		
Climb (str*)		
Concentration (con)		
Diplomacy (cha)		
Disguise (cha)		
Escape Artist (dex*)		
Gather Info (cha)		
Hide (dex*)		
Intimidate (cha)		
Jump (str*)		
Listen (wis)		
Move Silently (dex*)		
Search (int)		
Sense Motive (wis)		
Spot (wis)		
Swim (str*)		
Use Rope (dex)		

	Total	Ranks + Mod.

FEATS / SPECIALS

AC / DEFENSE detail

Total		Armor		Shield		Class		Dex		Natural		Size		Misc		Temp		Penalty
	= 10 +		+		+		+		+		+		+		+			

ATTACK BONUS detail

	Total		BAB		Str		Size		Magic		Misc		Temp
MELEE		=		+		+		+		+		+	
GRAPPLE		=		+		+		+		+		+	
	Total		BAB		Dex		Size		Magic		Misc		Temp
RANGED		=		+		+		+		+		+	

Experience

Carrying Capacity

Load	Weight	Speed	Run	Max Dex	Penalty
Light					
Medium					
Heavy					
Maximum					

Lift over head = max load	**Lift off ground** 2 x max load	**Push or drag** 5 x max load

Hit-Points

Total	Wounds

Ammunition

Total	Spent

Money

Total	Spent

Carried Equipment

Item	Location	Weight
	Total Weight Carried:	

Notes

Familiars, etc.

Hit Dice / Hit-points	HD: HIT-POINTS:	HD: HIT-POINTS:
Initiative		
Speed		
AC / Defense		
Attacks		
Damage		
Special Attacks		
Special Qualities		
Saving Throws	FORT: REF: WILL:	FORT: REF: WILL:
Abilities	STR: DEX: CON: INT: WIS: CHA:	STR: DEX: CON: INT: WIS: CHA:
Skills		
Feats		