



CHARACTER SHEET

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____
 CHARACTER LEVEL _____ DEITY _____ HOMELAND _____
 RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP ADJUSTMENT | TEMP MODIFIER |
|----------------------------|---------------|------------------|-----------------|---------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

HP HIT POINTS TOTAL DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER = +

TOTAL DEX MODIFIER MISC MODIFIER

AC ARMOR CLASS = 10 + + + + + + + +

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

TOUCH ARMOR CLASS **FLAT-FOOTED** ARMOR CLASS MODIFIERS

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER | MODIFIERS |
|------------------------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| FORTITUDE (CONSTITUTION) | <input type="text"/> | <input type="text"/> | <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"/> | <input type="text"/> | <input type="text"/> |
| WILL (WISDOM) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

BASE ATTACK BONUS **SPELL RESISTANCE**

CMB = + + + MODIFIERS

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

CMD = + + + + 10

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

| WEAPON | | | ATTACK BONUS | CRITICAL |
|--------|-------|------------|--------------|----------|
| TYPE | RANGE | AMMUNITION | | |
| | | | | |

| WEAPON | | | ATTACK BONUS | CRITICAL |
|--------|-------|------------|--------------|----------|
| TYPE | RANGE | AMMUNITION | | |
| | | | | |

| WEAPON | | | ATTACK BONUS | CRITICAL |
|--------|-------|------------|--------------|----------|
| TYPE | RANGE | AMMUNITION | | |
| | | | | |

| WEAPON | | | ATTACK BONUS | CRITICAL |
|--------|-------|------------|--------------|----------|
| TYPE | RANGE | AMMUNITION | | |
| | | | | |

| WEAPON | | | ATTACK BONUS | CRITICAL |
|--------|-------|------------|--------------|----------|
| TYPE | RANGE | AMMUNITION | | |
| | | | | |

SPEED LAND FT. SQ. FT. SQ.

BASE SPEED WITH ARMOR

FLY FT. MANEUVERABILITY SWIM FT. CLIMB FT. BURROW FT.

SKILLS

| SKILL NAMES | TOTAL BONUS | ABILITY MOD. | RANKS | Misc. MOD. |
|---|----------------------|--------------|----------------------|----------------------|
| <input type="checkbox"/> ACROBATICS | <input type="text"/> | =DEX | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> APPRAISE | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> BLUFF | <input type="text"/> | =CHA | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> CLIMB | <input type="text"/> | =STR | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> CRAFT | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> CRAFT | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> CRAFT | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> DIPLOMACY | <input type="text"/> | =CHA | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> DISABLE DEVICE* | <input type="text"/> | =DEX | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> DISGUISE | <input type="text"/> | =CHA | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> ESCAPE ARTIST | <input type="text"/> | =DEX | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> FLY | <input type="text"/> | =DEX | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> HANDLE ANIMAL* | <input type="text"/> | =CHA | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> HEAL | <input type="text"/> | =WIS | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> INTIMIDATE | <input type="text"/> | =CHA | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (ARCANA)* | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)* | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING)* | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)* | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (HISTORY)* | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (LOCAL)* | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (NATURE)* | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY)* | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (PLANES)* | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (RELIGION)* | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> LINGUISTICS* | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> PERCEPTION | <input type="text"/> | =WIS | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> PERFORM | <input type="text"/> | =CHA | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> PERFORM | <input type="text"/> | =CHA | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> PROFESSION* | <input type="text"/> | =WIS | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> PROFESSION* | <input type="text"/> | =WIS | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> RIDE | <input type="text"/> | =DEX | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> SENSE MOTIVE | <input type="text"/> | =WIS | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> SLEIGHT OF HAND* | <input type="text"/> | =DEX | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> SPELLCRAFT* | <input type="text"/> | =INT | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> STEALTH | <input type="text"/> | =DEX | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> SURVIVAL | <input type="text"/> | =WIS | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> SWIM | <input type="text"/> | =STR | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> USE MAGIC DEVICE* | <input type="text"/> | =CHA | <input type="text"/> | <input type="text"/> |

CLASS SKILL * TRAINED ONLY
 CONDITIONAL MODIFIERS: _____

LANGUAGES: _____

