



# 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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> 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
<b>FORTITUDE</b> (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>REFLEX</b> (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WILL</b> (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	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

**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: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

