



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

CHARACTER SHEET

| 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 _____

SPEED

LAND: _____ FT. _____ SQ. _____ FT. _____ SQ. _____

BASE SPEED _____ WITH ARMOR _____

FLY: _____ FT. _____ MANEUVERABILITY _____ SWIM: _____ FT. _____ CLIMB: _____ FT. _____ BURROW: _____ FT. _____

TEMP MODIFIERS _____

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

FORTITUDE (CONSTITUTION): _____ = _____ + _____ + _____ + _____ + _____ + _____

REFLEX (DEXTERITY): _____ = _____ + _____ + _____ + _____ + _____ + _____

WILL (WISDOM): _____ = _____ + _____ + _____ + _____ + _____ + _____

MODIFIERS _____

BASE ATTACK BONUS _____ **SPELL RESISTANCE** _____

CMB _____ = _____ + _____ + _____ + _____ + _____

TOTAL _____ BASE ATTACK BONUS _____ STRENGTH MODIFIER _____ SIZE MODIFIER _____ MODIFIERS _____

CMD _____ = _____ + _____ + _____ + _____ + 10

TOTAL _____ BASE ATTACK BONUS _____ STRENGTH MODIFIER _____ DEXTERITY MODIFIER _____ SIZE MODIFIER _____

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

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|--------|--------------|------------|
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|--------|--------------|------------|
| TYPE | RANGE | AMMUNITION |
| | | DAMAGE |

SKILLS

| SKILL NAMES | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |
|---|-------------|--------------|---------|------------|
| <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"/> CRAFT _____ | _____ = INT | _____ + | _____ + | _____ |
| <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"/> KNOWLEDGE (ARCANA)* | _____ = INT | _____ + | _____ + | _____ |
| <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)* | _____ = INT | _____ + | _____ + | _____ |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING)* | _____ = INT | _____ + | _____ + | _____ |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)* | _____ = INT | _____ + | _____ + | _____ |
| <input type="checkbox"/> KNOWLEDGE (HISTORY)* | _____ = INT | _____ + | _____ + | _____ |
| <input type="checkbox"/> KNOWLEDGE (LOCAL)* | _____ = INT | _____ + | _____ + | _____ |
| <input type="checkbox"/> KNOWLEDGE (NATURE)* | _____ = INT | _____ + | _____ + | _____ |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY)* | _____ = INT | _____ + | _____ + | _____ |
| <input type="checkbox"/> KNOWLEDGE (PLANES)* | _____ = INT | _____ + | _____ + | _____ |
| <input type="checkbox"/> KNOWLEDGE (RELIGION)* | _____ = INT | _____ + | _____ + | _____ |
| <input type="checkbox"/> LINGUISTICS* | _____ = INT | _____ + | _____ + | _____ |
| <input type="checkbox"/> PERCEPTION | _____ = WIS | _____ + | _____ + | _____ |
| <input type="checkbox"/> PERFORM _____ | _____ = CHA | _____ + | _____ + | _____ |
| <input type="checkbox"/> PERFORM _____ | _____ = CHA | _____ + | _____ + | _____ |
| <input type="checkbox"/> PROFESSION* | _____ = WIS | _____ + | _____ + | _____ |
| <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 | _____ + | _____ + | _____ |

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

