



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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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: _____
