



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

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER MODIFIERS

FORTITUDE (CONSTITUTION) = + + + +

REFLEX (DEXTERITY) = + + + +

WILL (WISDOM) = + + + +

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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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	_____	=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: _____

