



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
<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 \_\_\_\_\_

**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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		DAMAGE

### SKILLS

SKILL NAMES	Total Armor Check Penalty	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: \_\_\_\_\_

