

New1

NAME

0

CLASS

0

Character Level

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

10

+0

10

+0

10

+0

DEX

Dexterity

10

+0

10

+0

10

+0

CON

Constitution

10

+0

10

+0

10

+0

INT

Intelligence

10

+0

10

+0

10

+0

WIS

Wisdom

10

+0

10

+0

10

+0

CHA

Charisma

10

+0

10

+0

10

+0

0

EXPERIENCE

0

NEXT LEVEL

PLAYERNAME

<none selected>

Medium

RACE

0

AGE

Male

GENDER

0' 0"

HEIGHT

0 lbs.

WEIGHT

None

ALIGNMENT

VISION

0

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP

hit points

0

AC

armor class

10

TOTAL

FLAT

10

TOUCH

10

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

MISC

0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE

modifier

+0

TOTAL

+0

DEX MODIFIER

+0

MISC MODIFIER

+0

BASE ATTACK

bonus

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+0

=

+0

+

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+0

=

+0

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+0

=

+0

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+0

=

+0

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+0

=

+0

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+0

=

+0

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

-4

1d3

20/x2

5 ft.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

0/0

MISC MODIFIER

✓ Acrobatics

DEX

0

=

0

+

+

✓ Appraise

INT

0

=

0

+

+

✓ Athletics

STR

0

=

0

+

+

Athletics (Climb)

STR

8

=

0

+

1.0

+

7

Athletics (Jump)

STR

-18

=

0

+

1.0

+

-19

Athletics (Swim)

STR

8

=

0

+

1.0

+

7

✓ Craft (Untrained)

INT

0

=

0

+

+

✓ Deception

CHA

0

=

0

+

+

✓ Endurance

CON

0

=

0

+

+

✓ Gather Information

CHA

0

=

0

+

+

✓ Heal

WIS

0

=

0

+

+

✓ Perception

WIS

0

=

0

+

+

✓ Persuasion

CHA

0

=

0

+

+

✓ Ride

DEX

0

=

0

+

+

✓ Sense Motive

WIS

0

=

0

+

+

✓ Stealth

DEX

0

=

0

+

+

✓ Survival

WIS

0

=

0

+

+

✓ Thievery

DEX

0

=

0

+

+

✓ Use Rope

DEX

0

=

0

+

+

=

+

+

=

+

+

\*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

+7/+2+7/+2

PROFICIENCIES
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LANGUAGES
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## Notes:

Character Sheet Notes: