CHARACTER SHEET SUITABLE FOR CHARACTERS OF ANY RACE OR CLASS (INCLUDING MULTICLASS CHARACTERS)



Chihuahita the Anklebiting Dwarf CHARACTER NAME	Angela Rhone AYER NAME
Fighter Lv1 CLASS AND LEVEL	
ALIGNMENT RELIGION/PATRON DEITY BEIGHT	GHT HEIGHT LOOKS
& ABILITY SCORES	COMBAT OPTIONS HIT POINTS
STRENGTH TOTAL BASESCORE + ENHANCEMENT MISC MISC STRENGTH	SE ATTACK BONUS +3 Battleaxe +1 1d8 x3 DAMAGE CRITICAL
DEX 15 TOTAL = 15 INSISTENCE ENHANCEMENT HINDER HIN	E INCREMENT TYPE NOTES/AMMUNITION
CON TITUTION TOTAL = 18 ENLINCEMENT +	
INT INTELLIGENCE TOTAL BASE SCORE + ENHANCEMENT MISC. BONUSES BONUSES RAN O INTELLIGENCE MODIFIER WEA	E INCREMENT TYPE NOTES/AMMUNITION ON ATTACK BONUS DAMAGE CRITICAL
WIS 11 = 11 + + + HINANCEMENT SINGLES SING	E INCREMENT TYPE NOTES/AMMUNITION
CHA 8 = 8 + + MISC. CHARISMA RACIALMOD. BONUSES BONUSES FENALTIES MODIFIER RAN	ON ATTACK BONUS DAMAGE CRITICAL E INCREMENT TYPE NOTES/AMMUNITION
SPEED20ft	INITIATIVE MODIFIER1
GRAPPLE MODIFIER $\frac{6}{\text{TOTAL}} = \frac{3}{\text{BASE ATTACK}} + \frac{3}{\text{STRENGTH}} + \frac{3}{\text{STRENGTH}}$	+ IZE
BONUS MODIFER MO	offier Modifier
BASE ABILITY MAGIC M	SC. TEMPORARY CONDITIONAL MODIFIERS IFIER MODIFIER
FORTITUDE 6 = 2 + 4 +	+
REFLEX 2 = 0 + 2 +	+
$\mathbf{WILL}_{\text{(WISDOM)}} \qquad \qquad 0 = 0 + 0 + + $	+
(E) ARMOR CLASS	
AC $\frac{17}{\text{TOTAL}} = 10 + \frac{4}{\text{ARMOR}} + \frac{1}{\text{SHIELD}} + \frac{2}{\text{DEX}} + \frac{\text{SIZE}}{\text{MODIFIER}} + \frac{1}{\text{SIZE}}$	NATURAL DEFLECTION MISCELLANEOUS ARMOR MODIFIER MODIFIERS SPECIAL DEFENSES
TOUCH AC 12 FLAT-FOOTED AC 10	
ARMOR WORN Scalemail	MAX DEX ARMOR CHECK PENALTY WEIGHT +3 30lb
SHIELDCARRIED	+3 MAX DEX ARMOR CHECK PENALTY WEIGHT WEIGHT

EXPERIEN	CE
POINTS	

- A- 1	
(\mathcal{E})	CTAD
	(JEAK
	C.P. LIK

POSSESSIONS ON PERSON	LOCATION	WEIGHT
Battleaxe		6lb
Scalemail		30lb
Handaxe		3lb
POSSESSIONS NOT ON PERSON	LOCATION	WEIGHT
MAGIC ITEMS WORN		
HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)	HANDS (GLOVES OR GAUNTLETS)	
EYES (EYE LENSES OR GOGGLES)	ARMS/WRISTS (BRACERS OR BRACELETS)	
NECK (amulet, brooch, medallion, periapt, or scarab)	$\overline{BODY}(\text{Robe or suit of armor})$	
SHOULDERS (CLOAK, CAPE, OR MANTLE)	TORSO (vest, vestment, or shirt)	
RING #1	WAIST (BELT OR GIRDLE)	
RING#2	FEET (BOOTS, SHOES, OR SLIPPERS)	
	MONEY	

CARRYING CAPACITY

LIGHT LOAD:_

86lb

MEDIUM LOAD:____

173lb

HEAVY 260lb

94gp

MAGIC	SPELLS
DOMAINS (CLERIC ONLY)	SPELL SAVE DC MOD
DOMAIN NAME GRANTED POWER	CONDITIONAL MODIFIERS
DOMAIN NAME GRANTED POWER	
SPECIALTY SCHOOL (WIZARD ONLY)	SPELLS SPELL LEVEL SPELLS/ BONGS SPELLS SPELL SPELLS/ BONGS SPELLS SPELL LEVEL SPELLS/ BONGS SPELLS O
SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT FROHIBITED SCHOOL PROHIBITED SCHOOL CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL)	
ARCANE SPELL FAILURE %	2 nd 7 th 7
TURN/REBUKE UNDEAD	3 rd 8 th
TIMES PER DAY TURNING CHECK TURNING DAMAG	
3 + CHA MODIFIER 1d20 + CHA MODIFIER 2d6 + CLERIC LEVEL + (+4 WITH EXTRA TURNING FEAT) CHA MODIFIER	4 th 9 th
PSIONICS	
PSIONIC POWERS	POWER POINTS PER DAY
PRIMARY DISCIPLINE	_
RAGE	
	RAGES USED DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD
	ILL SAVE AC PENALTY ROUNDS ELAPSED
ANIMAL COMPANION, FAMILIAR, OR PSI	CRYSTAL
NAMEC	CREATURE TYPE
STR DEX CON INT WIS CHA INITIATION	VEHIT POINTS
SPEED_	
	JCH AC FLAT-FOOTED AC
TOTAL DEX SIZE NATURAL MISC. MODIFIER MODIFIER ARMOR MODIFIERS	
SAVING THROWS ATTACKS	
FORTITUDE (CON) WEAPON ATTACK BONUS	DAMAGE CRITICAL GRAPPLE MODIFIER
REFLEX (DEX) WEAPON ATTACK BONUS	DAMAGE CRITICAL
WILL (WIS)	PERSONALITY
WEAPON ATTACK BONUS	DAMAGE CRITICAL
SKILLS FEATS	
+	
+	TRICKS
+	
+	
+	
+	

	SKILLS					
_ `	<u> </u>	KEY	SKILL		ABILITY	MISC.
CSS	SKILL NAME	ABILITY	MODIFER	RANKS	MODIFER	MODIFER
П	Appraise ◆	INT	=		+:	
_	Autohypnosis Balance* ◆	WIS DEX	=======================================		+: +:	+
	Bluff ◆					+
	Climb* ◆	STR			·	
_	Concentration ◆	CON				+
	CRAFT ()◆	INT				+
_	Craft()◆	INT				+
_	Craft ()◆	INT			·	+
	DECIPHER SCRIPT	INT	=		·	+
	Diplomacy ◆	CHA				+
	DISABLE DEVICE	INT			+ <u> </u>	+
	Disguise ◆	CHA	=		·	+
_	Escape Artist* ◆	DEX	=		·:	+
_	Forgery ◆	INT			·	
_	Gather Information ◆		=			t
_	HANDLE ANIMAL				·	·
	Heal ♦ Hide* ♦		=			<u> </u>
_	HIDE" ◆ INTIMIDATE ◆	DEX			··	+
_	INTIMIDATE ◆ Jump* ◆	CHA STR			+· +·	t
_	KNOWLEDGE (ARCANA)	INT			·	r
	KNOWLEDGE (ARCH/ENG)	INT				+
_	KNOWLEDGE (DUNGEONEERING)	INT				+
_	Knowledge (geography)	INT				
_	Knowledge (history)	INT			·	+
	KNOWLEDGE (LOCAL)	INT	=		·	+
	Knowledge (nature)	INT	=		·	+
	$K_{NOWLEDGE\ (nobility/royalty)}$	INT	=		·	+
	$K_{\text{NOWLEDGE}} (\text{the planes})$	INT	=		··	+
	Knowledge (psionics)	INT	=		··	+
	KNOWLEDGE (RELIGION)	INT	=		·	-
_	Knowledge ()		=		··	-
Ц	Listen ◆	WIS				+
Ц	Move Silently* ◆					+
	OPEN LOCK	DEX			·	+
=	Perform (act) ◆ Perform (comedy) ◆	CHA	=			
	PERFORM (COMEDY) ◆ PERFORM (DANCE) ◆	CHA			· ·	+ +
	PERFORM (KEYBOARD) ◆		=			
П	PERFORM (ORATORY) ◆	CHA				
	Perform (percussion) ◆	CHA				+
	Perform (string instrument) ◆		=			+
	PERFORM (WIND INSTRUMENT) ◆	CHA	=		·	+
	Perform (sing) ◆	CHA	=		·	+
	Perform () ◆				+	
	Profession ()	WIS	=		+	F
	Profession ()	WIS	=		+	·
	PSICRAFT	INT	=			
X	Ride ◆	DEX			+	
Ц	Search ◆	INT	=			·
Ц	Sense Motive ◆	WIS			+	
	SLEIGHT OF HAND*	DEX			+	
	Spellcraft Spot ◆	WIS			++	
Н	SURVIVAL ◆		= =			
X	SWIM* ◆				+ -	
	Tumble*					
	Use Magic Device	CHA			+	
	Use Psionic Device	CHA			+	+
	Use Rope ◆		=		++	+
Skil	ls in italics are psionics-related.					

RACIAL TRAITS/Carkvision	
tonecunning	
	- <u></u>
ETATO	
FEATS	
Two-weapon Fighting	
Two-weapon Defense	
LANGUAGES	
······································	
SKILL SYNERGIES	

5+ RANKS IN	GIVES A +2 BONUS ON
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes