



CHARACTER SHEET

CHARACTER NAME	ALIGNMENT	PLAYER					
Character History	Traits						
CHARACTER LEVEL	DEITY	HOMELAND					
RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	TOTAL	DR
STR STRENGTH							
DEX DEXTERITY							
CON CONSTITUTION							
INT INTELLIGENCE							
WIS WISDOM							
CHA CHARISMA							
AC ARMOR CLASS							
TOUCH ARMOR CLASS							
FLAT-FOOTED ARMOR CLASS							
Crit Guard							

SPEED LAND	FT.	SQ.	FT.	SQ.	TEMP MODIFIERS
BASE SPEED		WITH ARMOR			
FT.	FT.	FT.	FT.		
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW	

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	=DEX		+	+
<input type="checkbox"/> APPRAISE	=INT		+	+
<input type="checkbox"/> Athletics	=Str		+	+
<input type="checkbox"/> Bluff	=Cha		+	+
<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*	=*		+	+
<input type="checkbox"/> STEALTH	=DEX		+	+
<input type="checkbox"/> SURVIVAL	=Wis		+	+
<input type="checkbox"/> USE MAGIC DEVICE*	=*		+	+
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY				

SAVING THROWS	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMPORARY	MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS		SPELL RESISTANCE	
CMB			
CMD			

WEAPON				ATTACK	DAMAGE	CRITICAL
TYPE	RANGE	AMMO	MASTERWORK / EB	SPECIAL	FOCUS	

WEAPON				ATTACK	DAMAGE	CRITICAL
TYPE	RANGE	AMMO	MASTERWORK / EB	SPECIAL	FOCUS	

WEAPON				ATTACK	DAMAGE	CRITICAL
TYPE	RANGE	AMMO	MASTERWORK / EB	SPECIAL	FOCUS	

NATURAL ATTACK				ATTACK	DAMAGE	CRITICAL
TYPE	RANGE	PRIMARY?	SPECIAL			

UNARMED				ATTACK	DAMAGE	CRITICAL
TYPE	TRAINED?	LETHAL?	SPECIAL	FOCUS		

CONDITIONAL MODIFIERS:

LANGUAGES:

AC ITEMS	BONUS	DR/	DEX AC PENALTY	INTERFERENCE	SLOWING	SPECIAL
TOTALS						

[illegible][illegible][illegible][illegible][illegible]

TRAIT BONUSES

HISTORY BONUSES

BOONS

MONEY

GP
EP
TP
AP

CURSES

PORTRAIT



WORN ITEMS

SLOT

ITEM

DESCRIPTION

Head

Face

Neck

Shoulder

Torso

Arms

Ring 1

Ring 2

Waist

Legs

Feet

COMMON ACTIONS

ACTION

DESCRIPTION

NOTES AND SPECIAL

SPELLS PREPARED

0 □□□□□□□□

1ST □□□□□□□□

2ND □□□□□□□□

3 RD	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4 TH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5 TH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6 TH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
7 TH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8 TH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
9 TH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

$$\boxed{} = \boxed{} + \boxed{} + \boxed{}$$

TOTAL Int/Wis/Cha Caster LVL MISC

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[illegible]