

NAME \_\_\_\_\_

PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	

**PICTURE**  
WORTH A THOUSAND WORDS, BUT NOT A SINGLE +1

### OTHER NOTABLE INFORMATION

RACE \_\_\_\_\_

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CLASS \_\_\_\_\_

## THE BASICS

AWW. IS THERE NOT ENOUGH ROOM ON THE EYE COLOR LINE FOR RED/GRAY HETEROCHROMIA IRIDUM.

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EYES

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HAIR

HEIGHT

WEIGHT

---

SKIN

## HANDEDNESS

AGE

---

GENDER

## APPEARANCE

### WHAT YOU LOOK LIKE

**PERSONALITY**  
MAYBE YOU'RE JUST A RACIST, CURSED ELVES!

**QUOTE**  
WORDS TO LIVE BY

**LIFE OBJECTIVE**  
YOUR DRIVING FORCE

## RECENT HISTORY

## ALLIES & ENEMIES

WHO'S SEEN YOUR FACE AND GIVEN IT A SECOND THOUGHT?

**HOME, ANCESTRY, FAMILY & RELIGION**  
AND POLITICS, TOO.

NAME

PLAYER

ALIGNMENT

EXPERIENCE

CLASS

LEVEL

LEVEL UP AT XP

MULTI-CLASS

LEVEL

LEVEL UP AT XP

dragonGrog.com V1.0.0

HTML 620/3.51PF character sheet

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

STR

STRENGTH

DEX

DEXTERITY

CON

CONSTITUTION

WIS

WISDOM

INT

INTELLIGENCE

CHA

CHARISMA

HIT POINTS

MORE PRECIOUS THAN GOLD

BASE HP

WOUNDS

CURRENT HP

NOTES

SAVING THROWS

TOTAL  
...Aw Yeah.

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC. MODIFIER

FORTITUDE

CONSTITUTION

=

+

+

+

REFLEX

DEXTERITY

=

+

+

+

WILL

WISDOM

=

+

+

+

ARMOR CLASS

TOTAL

BASE

DEX MOD.

ARMOR BONUS

SHIELD BONUS

NATURAL ARMOR

SIZE BONUS

DEFLECT MOD.

MISC. MOD.

AC

ARMOR CLASS

10

FF

FLAT-FOOTED

0

TOUCH

CLUE... MAGIC

10

0

0

0

MELEE ATTACK

STR MODIFIER

SIZE MODIFIER

MISC. MODIFIER

TEMP MODIFIER

BASE ATTACK BONUS

TOTAL

TOTAL 2nd ATTACK

MELEE

ATTACK BONUS

1st

2nd

3rd

4th

RANGED ATTACK

DEX MODIFIER

SIZE MODIFIER

MISC. MODIFIER

TEMP MODIFIER

BASE ATTACK BONUS

TOTAL

TOTAL 2nd ATTACK

RANGED

ATTACK BONUS

1st

2nd

3rd

4th

GRAPPLE

STR MOD.

SIZE MOD.

MISC. MOD.

BASE ATTACK BONUS

TOTAL

DEX MOD.

MISC. MOD.

TOTAL

INI

INITIATIVE

GR

GRAPPLE

RACIAL ABILITIES

POWER TO THE PEOPLE

DARKVISION?

HIDDEN WALL SENSING?

FLATULANT?

SKILLS					
NEVER LEAVE HOME WITHOUT THEM					
SKILL NAME	TOTAL	RANK	ABILITY MOD.	MISC. MOD.	NOTES
APPRAISE					
BALANCE					
BLUFF					
CLIMB					
CONCENTRATION					
CRAFT:					
DECIPHER SCRIPT					
DIPLOMACY					
DISABLE DEVICE					
DISGUISE					
ESCAPE ARTIST					
FORGERY					
GATHER INFORMATION					
HANDLE ANIMAL					
HEAL					
HIDE					
INTIMIDATE					
JUMP					
KNOWLEDGE:					
LISTEN					
MOVE SILENTLY					
OPEN LOCK					
PERFORM:					
PROFESSION					
RIDE					
SEARCH					
SENSE MOTIVE					
SLEIGHT OF HAND					
SPELLCRAFT					
SPOT					
SURVIVAL					
SWIM					
TUMBLE					
USE MAGIC DEVICE					
USE ROPE					

SPACE BELOW INTENTIONALLY LEFT BLANK TO ACCOMMODATE FOR USER ADDED SKILLS



NAME	PLAYER	RACE	CLASS
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## WEAPONS & ATTACKS

TOOLS OF THE TRADE. AND THAT THING YOU FLAIL AROUND LIKE A MORON. GOOD STUFF.

WEAPON SLOT 1		DAMAGE	CRITICAL	RANGE	TYPE	SIZE	REACH	WEIGHT	HARDNESS	HP	SAVES
WEAPON	ATTACK BONUS										
NOTES		AMMUNITION & CHARGES									

## ARMOR AND PROTECTIVE ITEMS

## KEEPING THE GUSHY PARTS IN

ARMOR SLOT		ARMOR BONUS	MAX DEX BONUS	CHECK PENALTY	SPELL FAILURE	MAX SPEED	WEIGHT	HARDNESS	HP	SAVES	DONNING N/H/R
ITEM	WEIGHT CATEGORY										
NOTES											

## GEAR

VALUABLE LOOT, AND OTHER ASSORTED HEAVY JUNK.

[illegible]

