



CHARACTER SHEET

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____
 CHARACTER LEVEL _____ DEITY _____ HOMELAND _____
 RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP
HIT POINTS

TOTAL _____ DR _____
 WOUNDS/CURRENT HP _____

NONLETHAL DAMAGE _____

INITIATIVE
MODIFIER

TOTAL _____ = _____ + _____
 DEX MODIFIER _____ MISC MODIFIER _____

AC
ARMOR CLASS

TOTAL _____ = 10 + _____ + _____ + _____ + _____ + _____
 ARMOR BONUS _____ SHIELD BONUS _____ DEX MODIFIER _____ SIZE MODIFIER _____ NATURAL ARMOR _____ MISC MODIFIER _____

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

SAVING THROWS

FORTITUDE
(CONSTITUTION)

REFLEX
(DEXTERITY)

WILL
(WISDOM)

BASE ATTACK BONUS

CMB

CMD

SPELL RESISTANCE

WEAPON	ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION
		DAMAGE

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SPEED
LAND

FT. _____ SQ. _____
 BASE SPEED _____ WITH ARMOR _____
 FT. _____ FT. _____ FT. _____
 FLY _____ MANEUVERABILITY _____ SWIM _____ CLIMB _____ BURROW _____

SKILLS

SKILL NAMES	TOTAL BONUS	RANKS
<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:

