



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 = 10 + + + + + + + +

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

TOUCH ARMOR CLASS **FLAT-FOOTED** ARMOR CLASS MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL (WISDOM)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BASE ATTACK BONUS **SPELL RESISTANCE**

CMB = + + + MODIFIERS

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

CMD = + + + + 10

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

SPEED LAND FT. SQ. FT. SQ.

BASE SPEED WITH ARMOR

FLY FT. MANEUVERABILITY SWIM FT. CLIMB FT. BURROW FT.

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	Misc. MOD.
<input type="checkbox"/> ACROBATICS	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> APPRAISE	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> BLUFF	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CLIMB	<input type="text"/>	=STR	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DIPLOMACY	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DISABLE DEVICE*	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DISGUISE	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> ESCAPE ARTIST	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> FLY	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> HANDLE ANIMAL*	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> HEAL	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> INTIMIDATE	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (NATURE)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (PLANES)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> LINGUISTICS*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERCEPTION	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERFORM	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERFORM	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PROFESSION*	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PROFESSION*	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> RIDE	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SENSE MOTIVE	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SLEIGHT OF HAND*	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SPELLCRAFT*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> STEALTH	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SURVIVAL	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SWIM	<input type="text"/>	=STR	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> USE MAGIC DEVICE*	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

GEAR	
ITEM	WT.
TOTAL WEIGHT	

FEATS

SPECIAL ABILITIES

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	—
<input type="checkbox"/>	<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0

1ST

2ND

3RD

4TH

5TH

6TH

7TH

8TH

9TH

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

MONEY
CP
SP
GP
PP

EXPERIENCE POINTS	NEXT LEVEL