



## 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	HP HIT POINTS	TOTAL	DR
<b>STR</b> STRENGTH							
<b>DEX</b> DEXTERITY							
<b>CON</b> CONSTITUTION							
<b>INT</b> INTELLIGENCE							
<b>WIS</b> WISDOM							
<b>CHA</b> CHARISMA							

**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)  =  +  +  +  +

**REFLEX** (DEXTERITY)  =  +  +  +  +

**WILL** (WISDOM)  =  +  +  +  +

**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	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						

[illegible]

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"/>

[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL

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

CONDITIONAL MODIFIERS
<p>1. <i>if</i></p> <p>2. <i>when</i></p> <p>3. <i>as</i></p> <p>4. <i>in case</i></p> <p>5. <i>in the event that</i></p> <p>6. <i>in the event of</i></p> <p>7. <i>in the event</i></p> <p>8. <i>in the case of</i></p> <p>9. <i>in the case</i></p> <p>10. <i>in the event that</i></p> <p>11. <i>in the event of</i></p> <p>12. <i>in the event</i></p> <p>13. <i>in the case of</i></p> <p>14. <i>in the case</i></p> <p>15. <i>in the event that</i></p> <p>16. <i>in the event of</i></p> <p>17. <i>in the event</i></p> <p>18. <i>in the case of</i></p> <p>19. <i>in the case</i></p> <p>20. <i>in the event that</i></p> <p>21. <i>in the event of</i></p> <p>22. <i>in the event</i></p> <p>23. <i>in the case of</i></p> <p>24. <i>in the case</i></p> <p>25. <i>in the event that</i></p> <p>26. <i>in the event of</i></p> <p>27. <i>in the event</i></p> <p>28. <i>in the case of</i></p> <p>29. <i>in the case</i></p> <p>30. <i>in the event that</i></p> <p>31. <i>in the event of</i></p> <p>32. <i>in the 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DOMAINS/SPECIALTY SCHOOL	
0	<input type="text"/>
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1ST	<input type="text"/>
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2ND	<input type="text"/>
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9TH	<input type="text"/>
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GAME NOTES

Init:

DEFENSE

AC:

Touch:

Flat-footed:

HP:

Fort:

Ref:

Will:

OFFENSE

Speed:

Melee:

Ranged:

Special Attacks:

Spells Prepared:

Domains/Orisons/Misc:

STATISTICS

STR:

DEX:

CON:

INT:

WIS:

CHA:

Base Atk:

CMB:

CMD:

Feats:

Skills:

Languages:

SQ:

Gear: