



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
STR STRENGTH					WOUNDS/CURRENT HP 		
DEX DEXTERITY							
CON CONSTITUTION							
INT INTELLIGENCE							
WIS WISDOM							
CHA CHARISMA					NONLETHAL DAMAGE 		

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. **TEMP MODIFIERS**
BASE SPEED WITH ARMOR
FLY MANEUVERABILITY SWIM CLIMB BURROW

SKILLS	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
☐ ACROBATICS		=DEX	+	+
☐ APPRAISE		=INT	+	+
☐ BLUFF		=CHA	+	+
☐ CLIMB		=STR	+	+
☐ CRAFT		=INT	+	+
☐ CRAFT		=INT	+	+
☐ CRAFT		=INT	+	+
☐ DIPLOMACY		=CHA	+	+
☐ DISABLE DEVICE*		=DEX	+	+
☐ DISGUISE		=CHA	+	+
☐ ESCAPE ARTIST		=DEX	+	+
☐ FLY		=DEX	+	+
☐ HANDLE ANIMAL*		=CHA	+	+
☐ HEAL		=WIS	+	+
☐ INTIMIDATE		=CHA	+	+
☐ KNOWLEDGE (ARCANA)*		=INT	+	+
☐ KNOWLEDGE (DUNGEONEERING)*		=INT	+	+
☐ KNOWLEDGE (ENGINEERING)*		=INT	+	+
☐ KNOWLEDGE (GEOGRAPHY)*		=INT	+	+
☐ KNOWLEDGE (HISTORY)*		=INT	+	+
☐ KNOWLEDGE (LOCAL)*		=INT	+	+
☐ KNOWLEDGE (NATURE)*		=INT	+	+
☐ KNOWLEDGE (NOBILITY)*		=INT	+	+
☐ KNOWLEDGE (PLANES)*		=INT	+	+
☐ KNOWLEDGE (RELIGION)*		=INT	+	+
☐ LINGUISTICS*		=INT	+	+
☐ PERCEPTION		=WIS	+	+
☐ PERFORM		=CHA	+	+
☐ PERFORM		=CHA	+	+
☐ PROFESSION*		=WIS	+	+
☐ PROFESSION*		=WIS	+	+
☐ RIDE		=DEX	+	+
☐ SENSE MOTIVE		=WIS	+	+
☐ SLEIGHT OF HAND*		=DEX	+	+
☐ SPELLCRAFT*		=INT	+	+
☐ STEALTH		=DEX	+	+
☐ SURVIVAL		=WIS	+	+
☐ SWIM		=STR	+	+
☐ USE MAGIC DEVICE*		=CHA	+	+

☒ CLASS SKILL * TRAINED ONLY
CONDITIONAL MODIFIERS:

LANGUAGES:

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

LIGHT LOAD	☐	LIFT OVER HEAD	☐
MEDIUM LOAD	☐	LIFT OFF GROUND	☐
HEAVY LOAD	☐	DRAG OR PUSH	☐

[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL	
0	□□□□□□□□
1ST	□□□□□□□□
2ND	□□□□□□□□
3RD	□□□□□□□□
4TH	□□□□□□□□
5TH	□□□□□□□□
6TH	□□□□□□□□
7TH	□□□□□□□□
8TH	□□□□□□□□
9TH	□□□□□□□□