



## 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<br>HIT POINTS  | TOTAL | DR |
|----------------------------|---------------|------------------|-----------------|---------------|---|-------|----|
| <b>STR</b><br>STRENGTH     |               |                  |                 |               | WOUNDS/CURRENT HP<br><br><br><br><br>NONLETHAL DAMAGE<br><br> |       |    |
| <b>DEX</b><br>DEXTERITY    |               |                  |                 |               |   |       |    |
| <b>CON</b><br>CONSTITUTION |               |                  |                 |               |   |       |    |
| <b>INT</b><br>INTELLIGENCE |               |                  |                 |               |   |       |    |
| <b>WIS</b><br>WISDOM       |               |                  |                 |               |   |       |    |
| <b>CHA</b><br>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

**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  MANEUVERABILITY  SWIM  CLIMB  BURROW

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

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| 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

|     | DOMAINS/SPECIALTY SCHOOL  |
|-----|---|
| 0   | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
|     |   |
|     |   |
|     |   |
|     |   |
| 1ST | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
|     |   |
|     |   |
|     |   |
|     |   |
|     |   |
| 2ND | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
|     |   |
|     |   |
|     |   |
|     |   |
|     |   |
| 3RD | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
|     |   |
|     |   |
|     |   |
|     |   |
|     |   |
| 4TH | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
|     |   |
|     |   |
|     |   |
|     |   |
|     |   |
| 5TH | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
|     |   |
|     |   |
|     |   |
|     |   |
|     |   |
| 6TH | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
|     |   |
|     |   |
|     |   |
|     |   |
|     |   |
| 7TH | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
|     |   |
|     |   |
|     |   |
|     |   |
|     |   |
| 8TH | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
|     |   |
|     |   |
|     |   |
|     |   |
|     |   |
| 9TH | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
|     |   |
|     |   |



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: