

CHARACTER SHEET

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NAME

CHARACTER SHEET

MAX. DEX.

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER		ARMOR BONUS	SHIELD BONUS	DEX MOD.	SIZE MOD.	NATURAL ARMOR MOD.	DEF. MOD.	DODGE BONUS	MISC. MOD.
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	AC	<input type="text"/>	10+	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	TOUCH AC	<input type="text"/>							
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>									
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	FORT	<input type="text"/>	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	REF	<input type="text"/>							
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	WILL	<input type="text"/>							

RESIST FIRE COLD ELECTRICITY ACID SONIC SPELL RESISTANCE

SPEED LAND FLY MANEUVERABILITY CLIMB SWIM BURROW

INITIATIVE = DEX. MOD. MISC. MOD.

BAB / /

CMB = BAB STR MOD. SIZE MISC.

CMD 10+ BAB STR MOD. DEX MOD. SIZE MISC.

ATTACK	ATTACK BONUS	DAMAGE	TYPE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

RANGE AMMUNITION

RANGE AMMUNITION

HIT POINTS TOTAL NONLETHAL

DR

CLASS FEATURE

ROUNDS/POINTS

SKILLS

CLASS

- ☐ ACROBATICS * ♦
- ☐ APPRAISE ♦
- ☐ BLUFF ♦
- ☐ CLIMB * ♦
- ☐ CRAFT () ♦
- ☐ DIPLOMACY ♦
- ☐ DISABLE DEVICE *
- ☐ DISGUISE ♦
- ☐ ESCAPE ARTIST * ♦
- ☐ FLY *
- ☐ HANDLE ANIMAL
- ☐ HEAL ♦
- ☐ INTIMIDATE ♦
- ☐ KNOWLEDGE (ARCANA)
- ☐ KNOWLEDGE (DUNGEONEERING)
- ☐ KNOWLEDGE (ENGINEERING)
- ☐ KNOWLEDGE (GEOGRAPHY)
- ☐ KNOWLEDGE (HISTORY)
- ☐ KNOWLEDGE (LOCAL)
- ☐ KNOWLEDGE (NATURE)
- ☐ KNOWLEDGE (NOBILITY)
- ☐ KNOWLEDGE (PLANES)
- ☐ KNOWLEDGE (RELIGION)
- ☐ LINGUISTICS
- ☐ PERCEPTION ♦
- ☐ PERFORM () ♦
- ☐ PERFORM () ♦
- ☐ PERFORM () ♦
- ☐ PROFESSION () ♦
- ☐ RIDE * ♦
- ☐ SENSE MOTIVE ♦
- ☐ SLEIGHT OF HAND *
- ☐ SPELLCRAFT ♦
- ☐ STEALTH * ♦
- ☐ SURVIVAL ♦
- ☐ SWIM * ♦
- ☐ USE MAGIC DEVICE

KEY ABILITY	SKILL MOD.	TRAINED CLASS +3	ABILITY MOD.	RANKS	MISC. MOD.
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

* ARMOR CHECK PENALTY APPLIES
♦ USE UNTRAINED

ARMOR CHECK PENALTY

[illegible]

SPELLBOOK

BONDED ITEM

ENCHANTMENTS

BLOODLINE


DOMAINS

SPECIALTY SCHOOL

PROHIBITED SCHOOLS

0  DC 

DC

1   DC 

DC

2 ☐  DC ☐

DC

[illegible]

DC

4   

DC

5  DC

DC

6 DC

DC

[illegible]

DC

[illegible]

DC

[illegible]

DC

FAMILIAR

NAME: _____

RACE:

TYPE:

STR	<input type="text"/>	<input type="text"/>	FORT	<input type="text"/>	AC	<input type="text"/>	TOUCH	<input type="text"/>	FLAT	<input type="text"/>	SKILLS
DEX	<input type="text"/>	<input type="text"/>	REF	<input type="text"/>	ATTACK			BON	DMG		
CON	<input type="text"/>	<input type="text"/>	WILL	<input type="text"/>							
INT	<input type="text"/>	<input type="text"/>	INIT	<input type="text"/>	SPECIAL QUALITIES						NOTES
WIS	<input type="text"/>	<input type="text"/>	SPEED	<input type="text"/>							
CHA	<input type="text"/>	<input type="text"/>	CMB	<input type="text"/>							
HP	<input type="text"/>		CMD	<input type="text"/>	FEATS						

CONCENTRATION

TOTAL

ABILITY
MOD.

CASTER
LEVEL

ARCANE SPELL FAILURE

SPELLS

PREPARED LEVEL

PREPARED LEVEL

[illegible]

SCHOOL/DOMAIN/ BLOODLINE ABILITY

LEVEL	/DAY	DC
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LEVEL	/DAY	DC
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[illegible]

SPELLS

PREPARED LEVEL

PREPARED LEVEL

CONCENTRATION

TOTAL

ABILITY
MOD.

CASTER
LEVEL

ARCANE SPELL FAILURE

SPELLS

PREPARED LEVEL

PREPARED LEVEL