

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"/>							
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"/>
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

CLASS	LEVEL	EXPERIENCE
FAVORED CLASS		ECL <div></div>

POSSESSIONS

[illegible]

WEALTH:

TOTAL WEIGHT

LANGUAGES

LIGHT LOAD MEDIUM LOAD HEAVY LOAD

The diagram illustrates three basic lifting techniques using simple line drawings of a person's torso and arms. Each technique is shown in a separate box with a label below it.

- LIFT OVER HEAD:** The person is standing with their arms extended upwards, holding a rectangular object above their head.
- LIFT OFF GROUND:** The person is standing with their arms extended downwards, holding a rectangular object on the ground.
- PUSH OR DRAG:** The person is standing with their arms extended forward, pushing or pulling a rectangular object on the ground.

CLASS FEATURES

[illegible]

CLASS FEATURES / SPECIAL ABILITIES

/ DAY

[illegible]

RACIAL TRAITS

FEATS

[illegible]

SPELLBOOK

BONDED ITEM

BLOODLINE

DOMAINS



SPECIALTY SCHOOL

PROHIBITED SCHOOLS

0

 DC

5  DC

1   DC 

6   DC

[illegible][illegible][illegible]

8  DC

4    DC

9  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	NOTES	
CON	<input type="text"/>	<input type="text"/>	WILL	<input type="text"/>							
INT	<input type="text"/>	<input type="text"/>	INIT	<input type="text"/>	SPECIAL QUALITIES						
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
-------	------	----

LEVEL	/DAY	DC
-------	------	----

[illegible]

SPELLS

PREPARED LEVEL

PREPARED LEVEL

CONCENTRATION

TOTAL

ABILITY
MOD.

CASTER
LEVEL

ARCANE SPELL FAILURE

SPELLS

PREPARED LEVEL

PREPARED LEVEL