

# CHARACTER SHEET

SUITABLE FOR CHARACTERS OF ANY RACE OR CLASS (INCLUDING MULTICLASS CHARACTERS)



CHARACTER NAME \_\_\_\_\_ PLAYER NAME \_\_\_\_\_

CLASS AND LEVEL \_\_\_\_\_ ECL \_\_\_\_\_ RACE/TEMPLATE \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_

ALIGNMENT \_\_\_\_\_ RELIGION/PATRON DEITY \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ LOOKS \_\_\_\_\_

## ABILITY SCORES

**STR**  
STRENGTH

TOTAL = BASE SCORE + RACIAL MOD. + ENHANCEMENT BONUSES + MISC. BONUSES - MISC. PENALTIES

STRENGTH MODIFIER

**DEX**  
DEXTERITY

TOTAL = BASE SCORE + RACIAL MOD. + ENHANCEMENT BONUSES + MISC. BONUSES - MISC. PENALTIES

DEXTERITY MODIFIER

**CON**  
CONSTITUTION

TOTAL = BASE SCORE + RACIAL MOD. + ENHANCEMENT BONUSES + MISC. BONUSES - MISC. PENALTIES

CONSTITUTION MODIFIER

**INT**  
INTELLIGENCE

TOTAL = BASE SCORE + RACIAL MOD. + ENHANCEMENT BONUSES + MISC. BONUSES - MISC. PENALTIES

INTELLIGENCE MODIFIER

**WIS**  
WISDOM

TOTAL = BASE SCORE + RACIAL MOD. + ENHANCEMENT BONUSES + MISC. BONUSES - MISC. PENALTIES

WISDOM MODIFIER

**CHA**  
CHARISMA

TOTAL = BASE SCORE + RACIAL MOD. + ENHANCEMENT BONUSES + MISC. BONUSES - MISC. PENALTIES

CHARISMA MODIFIER

## COMBAT OPTIONS

**BASE ATTACK BONUS** \_\_\_\_\_

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
_____	_____	_____	_____
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
_____	_____	_____	
_____	_____	_____	_____
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
_____	_____	_____	
_____	_____	_____	_____
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
_____	_____	_____	
_____	_____	_____	_____
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
_____	_____	_____	

## HIT POINTS

SPEED \_\_\_\_\_ INITIATIVE MODIFIER \_\_\_\_\_

**GRAPPLE MODIFIER** \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MISC. MODIFIER

## SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	_____	_____	_____	_____	_____	_____
<b>REFLEX</b> (DEXTERITY)	_____	_____	_____	_____	_____	_____
<b>WILL</b> (WISDOM)	_____	_____	_____	_____	_____	_____

CONDITIONAL MODIFIERS

## ARMOR CLASS

**AC** \_\_\_\_\_ = 10 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISCELLANEOUS MODIFIERS

TOUCH AC \_\_\_\_\_ FLAT-FOOTED AC \_\_\_\_\_

## SPECIAL DEFENSES

ARMOR WORN	MAX DEX	ARMOR CHECK PENALTY	WEIGHT
_____	_____	_____	_____
SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY	WEIGHT
_____	_____	_____	_____

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## SKILLS

CST	SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE ♦	INT		=	+	+
<input type="checkbox"/>	AUTOHYPNOSIS	WIS		=	+	+
<input type="checkbox"/>	BALANCE* ♦	DEX		=	+	+
<input type="checkbox"/>	BLUFF ♦	CHA		=	+	+
<input type="checkbox"/>	CLIMB* ♦	STR		=	+	+
<input type="checkbox"/>	CONCENTRATION ♦	CON		=	+	+
<input type="checkbox"/>	CRAFT ( _____ ) ♦	INT		=	+	+
<input type="checkbox"/>	CRAFT ( _____ ) ♦	INT		=	+	+
<input type="checkbox"/>	CRAFT ( _____ ) ♦	INT		=	+	+
<input type="checkbox"/>	DECIPHER SCRIPT	INT		=	+	+
<input type="checkbox"/>	DIPLOMACY ♦	CHA		=	+	+
<input type="checkbox"/>	DISABLE DEVICE	INT		=	+	+
<input type="checkbox"/>	DISGUISE ♦	CHA		=	+	+
<input type="checkbox"/>	ESCAPE ARTIST* ♦	DEX		=	+	+
<input type="checkbox"/>	FORGERY ♦	INT		=	+	+
<input type="checkbox"/>	GATHER INFORMATION ♦	CHA		=	+	+
<input type="checkbox"/>	HANDLE ANIMAL	CHA		=	+	+
<input type="checkbox"/>	HEAL ♦	WIS		=	+	+
<input type="checkbox"/>	HIDE* ♦	DEX		=	+	+
<input type="checkbox"/>	INTIMIDATE ♦	CHA		=	+	+
<input type="checkbox"/>	JUMP* ♦	STR		=	+	+
<input type="checkbox"/>	KNOWLEDGE (ARCANA)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (ARCH/ENG)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (DUNGEONEERING)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (LOCAL)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (NOBILITY/ROYALTY)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (PSIONICS)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (RELIGION)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE ( _____ )	INT		=	+	+
<input type="checkbox"/>	LISTEN ♦	WIS		=	+	+
<input type="checkbox"/>	MOVE SILENTLY* ♦	DEX		=	+	+
<input type="checkbox"/>	OPEN LOCK	DEX		=	+	+
<input type="checkbox"/>	PERFORM (ACT) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (COMEDY) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (DANCE) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (KEYBOARD) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (ORATORY) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (PERCUSSION) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (STRING INSTRUMENT) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (WIND INSTRUMENT) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (SING) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM ( _____ ) ♦	CHA		=	+	+
<input type="checkbox"/>	PROFESSION ( _____ )	WIS		=	+	+
<input type="checkbox"/>	PROFESSION ( _____ )	WIS		=	+	+
<input type="checkbox"/>	PSICRAFT	INT		=	+	+
<input type="checkbox"/>	RIDE ♦	DEX		=	+	+
<input type="checkbox"/>	SEARCH ♦	INT		=	+	+
<input type="checkbox"/>	SENSE MOTIVE ♦	WIS		=	+	+
<input type="checkbox"/>	SLEIGHT OF HAND* ♦	DEX		=	+	+
<input type="checkbox"/>	SPELLCRAFT	INT		=	+	+
<input type="checkbox"/>	SPOT ♦	WIS		=	+	+
<input type="checkbox"/>	SURVIVAL ♦	WIS		=	+	+
<input type="checkbox"/>	SWIM* ♦	STR		=	+	+
<input type="checkbox"/>	TUMBLE* ♦	DEX		=	+	+
<input type="checkbox"/>	USE MAGIC DEVICE	CHA		=	+	+
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA		=	+	+
<input type="checkbox"/>	USE ROPE ♦	DEX		=	+	+

Skills in italics are psionics-related.  
 Mark this box with an X if the skill is a class skill for the character.  
 ♦ Denotes a skill that can be used untrained.  
 \* Armor check penalty, if any, applies. (Double penalty for Swim.)

## RACIAL TRAITS/CLASS FEATURES

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## FEATS

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## LANGUAGES

Initial languages = Common + automatic languages + Int bonus

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## SKILL SYNERGIES

5+ RANKS IN ...	GIVES A +2 BONUS ON ...
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes