

CHARACTER NAME \_\_\_\_\_ PLAYER NAME \_\_\_\_\_ CASTER LEVEL \_\_\_\_\_ + WARRIOR LEVEL \_\_\_\_\_ = CHARACTER LEVEL \_\_\_\_\_ SPELL RESISTANCE \_\_\_\_\_

| SIZE                         | HEIGHT        | WEIGHT             | RACE                   | SKIN                            | HAIR                     | EYES                   | GENDER             | AGE                            | ALIGNMENT               | DEITY                          | SPEED                  | FLY SPEED           | DAMAGE REDUCTION |                        |
|------------------------------|---------------|--------------------|------------------------|---------------------------------|--------------------------|------------------------|--------------------|--------------------------------|-------------------------|--------------------------------|------------------------|---------------------|------------------|------------------------|
| ABILITY NAME                 | ABILITY SCORE | ABILITY MODIFIER   | TEMPORARY MODIFIER     | TEMPORARY SCORE                 | SAVING THROWS            | TOTAL                  | POINTS SPENT       | ABILITY MODIFIER               | FEAT MODIFIER           | MAGIC MODIFIER                 | MISCELLANEOUS MODIFIER | TEMPORARY MODIFIER  | TEMPORARY SCORE  |                        |
| <b>STR</b><br>STRENGTH       |               |                    |                        |                                 | <b>FORT</b><br>FORTITUDE | =                      |                    | +                              | +                       | +                              | +                      | +                   | =                |                        |
| <b>CON</b><br>CONSTITUTION   |               |                    |                        |                                 | <b>REF</b><br>REFLEX     | =                      |                    | +                              | +                       | +                              | +                      | +                   | =                |                        |
| <b>DEX</b><br>DEXTERITY      |               |                    |                        |                                 | <b>WILL</b><br>WILL      | =                      |                    | +                              | +                       | +                              | +                      | +                   | =                |                        |
| <b>INT</b><br>INTELLIGENCE   |               |                    |                        |                                 |                          |                        |                    |                                |                         |                                |                        |                     |                  |                        |
| <b>WIS</b><br>WISDOM         |               |                    |                        |                                 |                          |                        |                    |                                |                         |                                |                        |                     |                  |                        |
| <b>CHA</b><br>CHARISMA       |               |                    |                        |                                 |                          |                        |                    |                                |                         |                                |                        |                     |                  |                        |
| <b>HP</b><br>HIT POINTS      | TOTAL         | WOUNDS / CURRENT   |                        | <b>AC</b><br>ARMOR CLASS        | TOTAL                    | ARMOR/ ENHANCEMENT     | SHIELD BONUS       | NATURAL ARMOR                  | DEXTERITY MODIFIER      | DODGE BONUS                    | DEFENSE BONUS          | DEFLECTION MODIFIER | SIZE MODIFIER    | MISC MODIFIER          |
|                              |               |                    |                        |                                 | =                        | +                      | +                  | +                              | +                       | +                              | +                      | +                   | +                |                        |
| <b>INIT</b><br>INITIATIVE    | TOTAL         | DEXTERITY MODIFIER | MISCELLANEOUS MODIFIER | <b>TOUCH</b><br>ARMOR CLASS     | TOTAL                    | TOTAL ARMOR CLASS      | ARMOR/ ENHANCEMENT | SHIELD BONUS                   | NATURAL ARMOR           | TOTAL                          | TOTAL ARMOR CLASS      | DEXTERITY MODIFIER  | DODGE BONUS      |                        |
|                              | =             | +                  |                        |                                 | =                        | -                      | -                  | -                              |                         | <b>SURPRISE</b><br>ARMOR CLASS | =                      | -                   | -                |                        |
| <b>MP</b><br>MAGIC POINTS    | TOTAL         | SPENT POINTS       |                        | <b>CANTRIP</b><br>FREE CANTRIPS | TOTAL                    | SPENT CANTRIPS         |                    | STARTING DAMAGE DIE            | STARTING CRITICAL RANGE | STARTING CRITICAL MULTI        | TOTAL                  | GRIPS KNOWN         |                  |                        |
|                              |               |                    |                        |                                 |                          |                        |                    |                                |                         |                                |                        |                     |                  |                        |
| <b>MELEE</b><br>MELEE ATTACK | TOTAL         | BASE ATTACK BONUS  | STRENGTH MODIFIER      | SIZE BONUS                      | WEAPON FOCUS             | MISCELLANEOUS MODIFIER |                    | <b>RANGED</b><br>RANGED ATTACK | TOTAL                   | BASE ATTACK BONUS              | DEXTERITY MODIFIER     | SIZE BONUS          | WEAPON FOCUS     | MISCELLANEOUS MODIFIER |
|                              | =             | +                  | +                      | +                               | +                        | +                      |                    |                                | =                       | +                              | +                      | +                   | +                | +                      |

**DAMAGE DIE SCALE**

|    |       |       |       |       |                              |     |     |     |     |     |      |      |
|----|-------|-------|-------|-------|------------------------------|-----|-----|-----|-----|-----|------|------|
| 1  | 1d2   | 1d3   | 1d4   | 1d6   | 1d8                          | 2d6 | 3d6 | 4d6 | 6d6 | 8d6 | 12d6 | 16d6 |
| 20 | 19-20 | 18-20 | 17-20 | 16-20 | <b>CRITICAL STRIKE SCALE</b> | x2  | x3  | x4  | x5  | x6  |      |      |

| SKILL TREES           | MODIFIER   | MOD + BONUS + RANK = TOTAL | SKILL TREES                    | MODIFIER | MOD + BONUS + RANK = TOTAL |
|-----------------------|------------|----------------------------|--------------------------------|----------|----------------------------|
| <b>DUNGEONEER</b>     |            |                            | <b>SCHOLAR</b>                 |          |                            |
| CLIMB*                | STR        | + + =                      | DECIPHER SCRIPT                | INT      | + + =                      |
| INTIMIDATE            | CHA or STR | + + =                      | KNOWLEDGE (HISTORY)            | INT      | + + =                      |
| JUMP*                 | STR        | + + =                      | KNOWLEDGE (PLANES)             | INT      | + + =                      |
| SWIM*                 | STR        | + + =                      | SPEAK LANGUAGES                | N/A      | BONUS LANGUAGES =          |
| <b>ENTERTAINER</b>    |            |                            | <b>SCOUT</b>                   |          |                            |
| DISGUISE              | CHA        | + + =                      | PERCEPTION (LISTEN & SPOT)     | WIS      | + + =                      |
| GATHER INFORMATION    | CHA        | + + =                      | SEARCH                         | INT      | + + =                      |
| KNOWLEDGE (LOCAL)     | INT        | + + =                      | STEALTH (HIDE & MOVE SILENTLY) | DEX      | + + =                      |
| PERFORM (ANY ONE)     | CHA        | + + =                      | SLEIGHT OF HAND*               | DEX      | + + =                      |
| <b>HEALER</b>         |            |                            | <b>SWASHBUCKLER</b>            |          |                            |
| DIPLOMACY             | CHA        | + + =                      | BALANCE*                       | DEX      | + + =                      |
| HEAL                  | WIS        | + + =                      | ESCAPE ARTIST*                 | DEX      | + + =                      |
| KNOWLEDGE (RELIGION)  | INT        | + + =                      | TUMBLE*                        | DEX      | + + =                      |
| SENSE MOTIVE          | WIS        | + + =                      | USE ROPE                       | DEX      | + + =                      |
| <b>NATURE</b>         |            |                            | <b>THIEF</b>                   |          |                            |
| HANDLE ANIMAL         | CHA        | + + =                      | BLUFF                          | CHA      | + + =                      |
| KNOWLEDGE (GEOGRAPHY) | INT        | + + =                      | DISABLE DEVICE                 | INT      | + + =                      |
| SURVIVAL              | WIS        | + + =                      | FORGERY                        | INT      | + + =                      |
| WILD EMPATHY          | CHA        | + + =                      | OPEN LOCK                      | DEX      | + + =                      |
| <b>MAGE</b>           |            |                            | <b>TRADESMAN</b>               |          |                            |
| CONCENTRATION         | CON        | + + =                      | APPRAISE (SAME AS CRAFT)       | INT      | + + =                      |
| KNOWLEDGE (ARCANA)    | INT        | + + =                      | CRAFT (ANY ONE)                | INT      | + + =                      |
| SPELLCRAFT            | INT        | + + =                      |                                |          |                            |

