Character Sheet (×4)

Character 1

Character _____

Race _____ Size ___ Gender ___

Class _____ Level ___

Deity _____ Alignment ___

Known languages _____

Armor & protection worn _____

Weapons used _____

Notable items _____

Special abilities / Notes

ABILITY SCORES

STR			INT		
DEX			WIS		
CON			CHA		

MOVEMENT & LIFTING

	OFF GROUND	OVER HEAD	PUSH DRAG
SPEED			

SAVING THROWS

FORT ___ REF ___ WILL ___

SAVING THROW MODIFIERS

BASE ATTACK BONUS ___ ___ (MELEE RANGED)

INITIATIVE ___

INITIATIVE MODIFIERS

	NORMAL	FLAT FOOTED	VS TOUCH
ARMOR CLASS			

ARMOR CLASS MODIFIERS

HIT POINTS

Character 2

Character _____

Race _____ Size ___ Gender ___

Class _____ Level ___

Deity _____ Alignment ___

Known languages _____

Armor & protection worn _____

Weapons used _____

Notable items _____

Special abilities / Notes

ABILITY SCORES

STR			INT		
DEX			WIS		
CON			CHA		

MOVEMENT & LIFTING

	OFF GROUND	OVER HEAD	PUSH DRAG
SPEED			

SAVING THROWS

FORT ___ REF ___ WILL ___

SAVING THROW MODIFIERS

BASE ATTACK BONUS ___ ___ (MELEE RANGED)

INITIATIVE ___

INITIATIVE MODIFIERS

	NORMAL	FLAT FOOTED	VS TOUCH
ARMOR CLASS			

ARMOR CLASS MODIFIERS

HIT POINTS

Character 3

Character _____

Race _____ Size ___ Gender ___

Class _____ Level ___

Deity _____ Alignment ___

Known languages _____

Armor & protection worn _____

Weapons used _____

Notable items _____

Special abilities / Notes

ABILITY SCORES

STR			INT		
DEX			WIS		
CON			CHA		

MOVEMENT & LIFTING

	OFF GROUND	OVER HEAD	PUSH DRAG
SPEED			

SAVING THROWS

FORT ___ REF ___ WILL ___

SAVING THROW MODIFIERS

BASE ATTACK BONUS ___ ___ (MELEE RANGED)

INITIATIVE ___

INITIATIVE MODIFIERS

	NORMAL	FLAT FOOTED	VS TOUCH
ARMOR CLASS			

ARMOR CLASS MODIFIERS

HIT POINTS

Character 4

Character _____

Race _____ Size ___ Gender ___

Class _____ Level ___

Deity _____ Alignment ___

Known languages _____

Armor & protection worn _____

Weapons used _____

Notable items _____

Special abilities / Notes

ABILITY SCORES

STR			INT		
DEX			WIS		
CON			CHA		

MOVEMENT & LIFTING

	OFF GROUND	OVER HEAD	PUSH DRAG
SPEED			

SAVING THROWS

FORT ___ REF ___ WILL ___

SAVING THROW MODIFIERS

BASE ATTACK BONUS ___ ___ (MELEE RANGED)

INITIATIVE ___

INITIATIVE MODIFIERS

	NORMAL	FLAT FOOTED	VS TOUCH
ARMOR CLASS			

ARMOR CLASS MODIFIERS

HIT POINTS

Skills

Armor Check Penalty

Skill					
Alchemy					
Animal Empathy					
Appraise ✱					
Balance †✱					
Bluff ✱					
Climb †✱					
Concentration ✱					
Decipher Script					
Diplomacy ✱					
Disable Device					
Disguise ✱					
Escape Artist †✱					
Forgery ✱					
Gather Information ✱					
Handle Animal					
Heal ✱					
Hide †✱					
Innuendo					
Intimidate ✱					
Intuit Direction					
Jump †✱					
Knowledge (arcana)					
Knowledge (religion)					
Knowledge (nature)					
Listen ✱					
Move Silently †✱					
Open Lock					
Perform ✱					
Pick Pocket †					
Read Lips					
Ride ✱					
Scry ✱					
Search ✱					
Sense Motive ✱					
Spellcraft					
Spot ✱					
Swim (-1 / 5 lbs. of gear) ✱					
Tumble †					
Use Magic Device					
Use Rope ✱					
Wilderness Lore ✱					

✱ CAN BE USED UNTRAINED   † ARMOR CHECK PENALTY