

CHARACTER SHEET



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

Katami
CHARACTER NAME

Felix Alexis
PLAYER NAME

Bard [1]
CLASS AND LEVEL

ECL _____ **Pegasus** _____ **M** _____ **Female** _____
RACE/TEMPLATE SIZE GENDER

Chao-Neut
ALIGNMENT RELIGION/PATRON DEITY

HEIGHT _____ WEIGHT _____ **Cutie mark: A pouch** _____
LOOKS

ABILITY SCORES

STR <small>STRENGTH</small>	15	=	-2	+	_____	+	_____	-	_____	-	_____	=	1
	TOTAL		BASE SCORE + RACIAL MOD.		ENHANCEMENT BONUSES		MISC. BONUSES		MISC. PENALTIES				STRENGTH MODIFIER
DEX <small>DEXTERITY</small>	16	=	+2	+	_____	+	_____	-	_____	-	_____	=	4
	TOTAL		BASE SCORE + RACIAL MOD.		ENHANCEMENT BONUSES		MISC. BONUSES		MISC. PENALTIES				DEXTERITY MODIFIER
CON <small>CONSTITUTION</small>	13	=	_____	+	_____	+	_____	-	_____	-	_____	=	1
	TOTAL		BASE SCORE + RACIAL MOD.		ENHANCEMENT BONUSES		MISC. BONUSES		MISC. PENALTIES				CONSTITUTION MODIFIER
INT <small>INTELLIGENCE</small>	15	=	_____	+	_____	+	_____	-	_____	-	_____	=	2
	TOTAL		BASE SCORE + RACIAL MOD.		ENHANCEMENT BONUSES		MISC. BONUSES		MISC. PENALTIES				INTELLIGENCE MODIFIER
WIS <small>WISDOM</small>	11	=	_____	+	_____	+	_____	-	_____	-	_____	=	0
	TOTAL		BASE SCORE + RACIAL MOD.		ENHANCEMENT BONUSES		MISC. BONUSES		MISC. PENALTIES				WISDOM MODIFIER
CHA <small>CHARISMA</small>	16	=	_____	+	_____	+	_____	-	_____	-	_____	=	3
	TOTAL		BASE SCORE + RACIAL MOD.		ENHANCEMENT BONUSES		MISC. BONUSES		MISC. PENALTIES				CHARISMA MODIFIER

COMBAT OPTIONS

BASE ATTACK BONUS **0**

Short sword	0+1	1d6	19+/2x
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
	M		
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
Longbow	0+4	1d8	3x
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
100 ft.	R	arrows [20]	
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	

HIT POINTS

4

oooo

SPEED **20 ft.** INITIATIVE MODIFIER _____

GRAPPLE MODIFIER **1** = **0** + **1** + **0** + _____
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MISC. MODIFIER

SAVING THROWS

	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MAGIC MODIFIER	+	MISC. MODIFIER	+	TEMPORARY MODIFIER
FORTITUDE <small>(CONSTITUTION)</small>	2	=	0	+	1	+	_____	+	1	+	_____
REFLEX <small>(DEXTERITY)</small>	7	=	2	+	4	+	_____	+	1	+	_____
WILL <small>(WISDOM)</small>	3	=	2	+	0	+	_____	+	1	+	_____

CONDITIONAL MODIFIERS

ARMOR CLASS

AC **14** = 10 + **0** + **0** + **4** + **0** + _____ + _____ + _____
TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISCELLANEOUS MODIFIERS

TOUCH AC **14** FLAT-FOOTED AC **10**

SPECIAL DEFENSES

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

POSSESSIONS ON PERSON

ITEM	LOCATION	WEIGHT
(I'll fill these in later)		

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT

MAGIC ITEMS WORN

HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)	HANDS (GLOVES OR GAUNTLETS)
EYES (EYE LENSES OR GOGGLES)	ARMS/WRISTS (BRACERS OR BRACELETS)
NECK (AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB)	BODY (ROBE OR SUIT OF ARMOR)
SHOULDERS (CLOAK, CAPE, OR MANTLE)	TORSO (VEST, VESTMENT, OR SHIRT)
RING #1	WAIST (BELT OR GIRDLE)
RING #2	FEET (BOOTS, SHOES, OR SLIPPERS)

**CARRYING
CAPACITY**

LIGHT
LOAD: _____

MEDIUM
LOAD: _____

HEAVY
LOAD: _____

MONEY

SKILLS

CS*	SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC. MODIFIER
<input checked="" type="checkbox"/>	APPRAISE ♦	INT	6	4	2	
<input type="checkbox"/>	AUTOHYPNOSIS	WIS				
<input type="checkbox"/>	BALANCE* ♦	DEX				
<input checked="" type="checkbox"/>	BLUFF ♦	CHA	7	4	3	
<input checked="" type="checkbox"/>	CLIMB* ♦	STR	3		1	2
<input checked="" type="checkbox"/>	CONCENTRATION ♦	CON	5	4	1	
<input checked="" type="checkbox"/>	CRAFT (_____) ♦	INT				
<input checked="" type="checkbox"/>	CRAFT (_____) ♦	INT				
<input checked="" type="checkbox"/>	CRAFT (_____) ♦	INT				
<input checked="" type="checkbox"/>	DECIPHER SCRIPT	INT				
<input checked="" type="checkbox"/>	DIPLOMACY ♦	CHA	7	4	3	
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input checked="" type="checkbox"/>	DISGUISE ♦	CHA				
<input checked="" type="checkbox"/>	ESCAPE ARTIST* ♦	DEX				
<input type="checkbox"/>	FORGERY ♦	INT				
<input checked="" type="checkbox"/>	GATHER INFORMATION ♦	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA	5	2	3	
<input type="checkbox"/>	HEAL ♦	WIS				
<input checked="" type="checkbox"/>	HIDE* ♦	DEX				
<input type="checkbox"/>	INTIMIDATE ♦	CHA				
<input checked="" type="checkbox"/>	JUMP* ♦	STR	3		1	2
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCH/ENG)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (DUNGEONEERING)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (HISTORY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (LOCAL)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (NATURE)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (NOBILITY/ROYALTY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (PSIONICS)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (RELIGION)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (_____)	INT				
<input checked="" type="checkbox"/>	LISTEN ♦	WIS	2		0	2
<input checked="" type="checkbox"/>	MOVE SILENTLY* ♦	DEX	6		4	2
<input type="checkbox"/>	OPEN LOCK	DEX				
<input checked="" type="checkbox"/>	PERFORM (ACT) ♦	CHA				
<input checked="" type="checkbox"/>	PERFORM (COMEDY) ♦	CHA				
<input checked="" type="checkbox"/>	PERFORM (DANCE) ♦	CHA	7	4	3	
<input checked="" type="checkbox"/>	PERFORM (KEYBOARD) ♦	CHA				
<input checked="" type="checkbox"/>	PERFORM (ORATORY) ♦	CHA				
<input checked="" type="checkbox"/>	PERFORM (PERCUSSION) ♦	CHA				
<input checked="" type="checkbox"/>	PERFORM (STRING INSTRUMENT) ♦	CHA	7	4	3	
<input checked="" type="checkbox"/>	PERFORM (WIND INSTRUMENT) ♦	CHA				
<input checked="" type="checkbox"/>	PERFORM (SING) ♦	CHA	7	4	3	
<input checked="" type="checkbox"/>	PERFORM (_____) ♦	CHA				
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS				
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS				
<input type="checkbox"/>	PSICRAFT	INT				
<input type="checkbox"/>	RIDE ♦	DEX				
<input type="checkbox"/>	SEARCH ♦	INT				
<input checked="" type="checkbox"/>	SENSE MOTIVE ♦	WIS				
<input checked="" type="checkbox"/>	SLEIGHT OF HAND* ♦	DEX				
<input checked="" type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT ♦	WIS				
<input type="checkbox"/>	SURVIVAL ♦	WIS				
<input checked="" type="checkbox"/>	SWIM* ♦	STR				
<input checked="" type="checkbox"/>	TUMBLE* ♦	DEX				
<input checked="" 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

FEATS

Point blank shot

LANGUAGES

Initial languages = Common + automatic languages + Int bonus

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