Ema's Character Sheet 3.12

Personal Info

Name: _____ Player: _____
Race: _____ Religion: _____
Alignment: _____ Template/Type: _____
Age: _____ Weight: _____ Height: _____ Size: ____ Gender: ____

Classes

						Total
HD: ____ BSP: ____	HD: ____ BSP: ____	HD: ____ BSP: ____	HD: ____ BSP: ____	HD: ____ BSP: ____	HD: ____ BSP: ____	

Experience: _____ XP Penalty: _____ Next Level: _____

Abilities

	Ability	Modifier	Temp	Modifier
STR	Strength			
DEX	Dexterity			
CON	Constitution			
INT	Intelligence			
WIS	Wisdom			
CHA	Charisma			

Hit Points

[HP] [Current]

Notes: _____

Armor

AC

Base 10 +
Dexterity ____ +
_____ ____ +
_____ ____ +
_____ ____ +
_____ ____ +
_____ ____

Flat-footed: _____ vs. Touch Attacks: _____
_____ : _____ _____ : _____

Armor / Shield	AC Value	Max Dex	Check Penalty	Arcane Failure
❑ _____				
❑ _____				
❑ _____				
❑ _____				
Total:				

Notes: _____

Combat

Ab.	Misc	Size	Base	Total	Ab.	Misc	Size	Base	Total	Ab.	Misc	Sz.M.	Base	Total
Melee					Ranged					Grapple				
STR + ___ + ___ +	1st = ____ 2nd = ____ 3rd = ____ 4th = ____				DEX + ___ + ___ +	1st = ____ 2nd = ____ 3rd = ____ 4th = ____				STR + ___ + ___ + ___ = ____				

Initiative

DEX + ___ = ____

2-Hand Attack: ____ / ____ Speed: _____

Notes: _____

Weapons

Name	Modified Attacks	Mod.	Damage	Critical	Range	Sz/Type
Unarmed Strike	___/___/___/___/___	___				
	___/___/___/___/___	___				
	___/___/___/___/___	___				
	___/___/___/___/___	___				
	___/___/___/___/___	___				
	___/___/___/___/___	___				
	___/___/___/___/___	___				
	___/___/___/___/___	___				
	___/___/___/___/___	___				

Notes: _____

Ammunition: ❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑

Saving Throws

	Total	Base	Ability	Misc	Temp
Fortitude	____	___	+ CON	+ ___	+ ___
Reflex	____	___	+ DEX	+ ___	+ ___
Will	____	___	+ WIS	+ ___	+ ___

Spell Resistance: _____ Power Resistance: _____
Damage Reduction: _____

Notes: _____

Skills

Skill Name	Cl.	Total	=	Rank	+	Ability	+	Misc
◆ Appraise	❑❑	____	=	___	+	INT	+	___
◆ Balance	❑❑	____	=	___	+	DEX	+	*
◆ Bluff	❑❑	____	=	___	+	CHA	+	___
◆ Climb	❑❑	____	=	___	+	STR	+	*
◆ Concentration	❑❑	____	=	___	+	CON	+	___
◆ Craft (_____)	❑❑	____	=	___	+	INT	+	___
◆ Craft (_____)	❑❑	____	=	___	+	INT	+	___
Decipher Script	❑❑	____	=	___	+	INT	+	___
◆ Diplomacy	❑❑	____	=	___	+	CHA	+	___
Disable Device	❑❑	____	=	___	+	INT	+	___
◆ Disguise	❑❑	____	=	___	+	CHA	+	___
◆ Escape Artist	❑❑	____	=	___	+	DEX	+	*
◆ Forgery	❑❑	____	=	___	+	INT	+	___
◆ Gather Information	❑❑	____	=	___	+	CHA	+	___
Handle Animal	❑❑	____	=	___	+	CHA	+	___
◆ Heal	❑❑	____	=	___	+	WIS	+	___
◆ Hide	❑❑	____	=	___	+	DEX	+	*
◆ Intimidate	❑❑	____	=	___	+	CHA	+	___
◆ Jump	❑❑	____	=	___	+	STR	+	*
Knowledge (_____)	❑❑	____	=	___	+	INT	+	___
Knowledge (_____)	❑❑	____	=	___	+	INT	+	___
Knowledge (_____)	❑❑	____	=	___	+	INT	+	___
Knowledge (_____)	❑❑	____	=	___	+	INT	+	___
◆ Listen	❑❑	____	=	___	+	WIS	+	___
◆ Move Silently	❑❑	____	=	___	+	DEX	+	*
Open Lock	❑❑	____	=	___	+	DEX	+	___
◆ Perform (_____)	❑❑	____	=	___	+	CHA	+	___
◆ Perform (_____)	❑❑	____	=	___	+	CHA	+	___
Profession (_____)	❑❑	____	=	___	+	WIS	+	___
Profession (_____)	❑❑	____	=	___	+	WIS	+	___
◆ Ride	❑❑	____	=	___	+	DEX	+	___
◆ Search	❑❑	____	=	___	+	INT	+	___
◆ Sense Motive	❑❑	____	=	___	+	WIS	+	___
Sleight of Hand	❑❑	____	=	___	+	DEX	+	*
Spellcraft	❑❑	____	=	___	+	INT	+	___
◆ Spot	❑❑	____	=	___	+	WIS	+	___
◆ Survival	❑❑	____	=	___	+	WIS	+	___
◆ Swim	❑❑	____	=	___	+	STR	+	**
Tumble	❑❑	____	=	___	+	DEX	+	*
Use Magic Device	❑❑	____	=	___	+	CHA	+	___
◆ Use Rope	❑❑	____	=	___	+	DEX	+	___
_____	❑❑	____	=	___	+	___	+	___
_____	❑❑	____	=	___	+	___	+	___
_____	❑❑	____	=	___	+	___	+	___

◆ Untrained Skill * Armor Penalty ** Double Armor Penalty

Max. Rank: ____ / ____

Languages

Literacy: ❑

_____
_____
_____

Feats

General Feats
- ❑ Acrobatic
- ❑ Agile
- ❑ Alertness
- ❑ Animal Affinity
- ❑ Armor Profic., Light
  - ❑ Armor Profic., Med.
    - ❑ Armor Profic., H.
- ❑ Athletic
- ❑ Blind-Fight*
- ❑ Combat Casting
- ❑ Combat Expertise*
  - ❑ Improved Disarm*
  - ❑ Improved Feint*
  - ❑ Improved Trip*
- ❑ Combat Reflexes*
- ❑ Deceitful
- ❑ Deft Hands
- ❑ Diligent
- ❑ Dodge*
  - ❑ Mobility*
    - ❑ Spring Attack*
      - ❑ Whirlwind Att.*
- ❑ Endurance
  - ❑ Diehard
- ❑ Eschew Materials
- ❑ Exotic Weapon Profic.*
  ______
  ______
- ❑ Extra Turning (❑❑❑)
- ❑ Great Fortitude
- ❑ Improved Counterspell
- ❑ Improved Critical*
  ______
  ______
- ❑ Improved Familiar
- ❑ Improved Initiative*
- ❑ Improved Turning
- ❑ Improved Un. Strike*
  - ❑ Deflect Arrows*
    - ❑ Snatch Arrows*
  - ❑ Improved Grapple*
  - ❑ Stunning Fist*
- ❑ Investigator
- ❑ Iron Will
- ❑ Leadership
- ❑ Lightning Reflexes
- ❑ Magical Aptitude
- ❑ Martial Weapon Profic.
  ______
  ______
- ❑ Mounted Combat*
  - ❑ Mounted Archery*
  - ❑ Ride-By Attack*
    - ❑ Spirited Charge*
  - ❑ Trample*
- ❑ Natural Spell
- ❑ Negotiator
- ❑ Nimble Fingers
- ❑ Persuasive
- ❑ Point Blank Shot*
  - ❑ Far Shot*
  - ❑ Precise Shot*
    - ❑ Impr. Precise Shot*
  - ❑ Rapid Shot*
    - ❑ Manyshot*
  - ❑ Shot on the Run*
- ❑ Power Attack*
  - ❑ Cleave*
    - ❑ Great Cleave*
  - ❑ Improved Bull Rush*
  - ❑ Improved Overrun*
  - ❑ Improved Sunder*
- ❑ Quick Draw*
- ❑ Rapid Reload*
  ______
  ______
- ❑ Run
- ❑ Self-Sufficient
- ❑ Shield Proficiency
  - ❑ Improved Shield Bash*
  - ❑ Tower Shield Profic.
- ❑ Simple Weapon Profic.
- ❑ Skill Focus
  ______
  ______
- ❑ Spell Focus
  ______
  ______
  - ❑ Augment Summon.
  - ❑ Greater Spell Focus
    ______
    ______
- ❑ Spell Mastery (❑❑❑)
- ❑ Spell Penetration
  - ❑ Greater Spell Penetr.
- ❑ Stealthy
- ❑ Toughness (❑❑❑)
- ❑ Track
- ❑ Two-Weapon Fighting*
  - ❑ Two-Weap. Defense*
  - ❑ Impr. Two-W. Fight.*
    - ❑ Great. Two-W. F.*
- ❑ Weapon Finesse*
- ❑ Weapon Focus*
  ______
  ______
  - ❑ Greater Weap. Focus*
    ______
    ______
  - ❑ Weapon Specializat.*
    ______
    ______
    - ❑ Greater Weap. Sp.*
      ______
      ______

Item Creation Feats
- ❑ Brew Potion
- ❑ Craft Magic Arms/Arm.
- ❑ Craft Rod
- ❑ Craft Staff
- ❑ Craft Wand
- ❑ Craft Wondrous Item
- ❑ Forge Ring
- ❑ Scribe Scroll

Metamagic Feats
- ❑ Empower Spell
- ❑ Enlarge Spell
- ❑ Extend Spell
- ❑ Heighten Spell
- ❑ Maximize Spell
- ❑ Quicken Spell
- ❑ Silent Spell
- ❑ Still Spell
- ❑ Widen Spell

Epic Feats
- ❑ Familiar Spell
  ______
  ______
- ❑ Great Smiting (❑❑❑)
- ❑ Impr. Elemental Shape
- ❑ Impr. Fav. Enemy (❑❑)
- ❑ Impr. Metamagic (❑❑)
- ❑ Impr. Sneak Att. (❑❑)
- ❑ Impr. Spell Capac. (❑❑)
- ❑ Impr. Stunn. Fist (❑❑)
- ❑ Lasting Inspiration
- ❑ Overwhelming Critical
  ______
  ______
- ❑ Planar Turning
- ❑ Spell Knowledge (❑❑)
- ❑ Terrifying Rage

Other Feats
- ❑ ______
- ❑ ______
- ❑ ______
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* Fighter Bonus Feats

Equipment

Item Name		Weight
Head	______	___
Eyes	______	___
Neck	______	___
Should.	______	___
Arms	______	___
Torso	______	___
Body	______	___
Waist	______	___
Hands	______	___
Rings	______	___
	______	___
Feet	______	___
Armor	______	___
Shield	______	___
In Hand	______	___
	______	___
Readied	______	___
	______	___
	______	___
	______	___
	______	___
	______	___
	______	___
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❑	______	___
❑	______	___
❑	______	___

Total Carried Weight ___

Race Traits

Level Adjustment: ______

Class Features

Wealth

PP:_____ GP:_____ SP:_____ CP:_____

Gems/Jewels: ______

Other: ______

Load/Movement

Load: _____ /_____ /_____

Over Head:	x1	Current Speed:	____
Off Ground:	x2	Run (x ___):	____
Push/Drag:	x5	Alternate Move:	
Current Load:	____		______
Max. Dex.:	____		______
Check Pen.:	____		______

Henchmen/Animals

Name	Race/Class	Hd/Lvl	HP	Init	Spd	AC	AL	Attacks	Damage	Space/Reach

Notes: ______