Pitfalls & Penguins Character Sheet

Character Name _____ Class _____ Level: 000000

Race _____ Alignment _____ Diety _____ Size _____ Age _____ Gender _____ Height _____ Weight _____

Ability	Score	Modifier	Temporary Score	Temporary Modifier	Imaginary Modifier
STR					
DEX					
CON					
INT					
WIS					
CHA					

	TOTAL	Wounds/Current HP	Speed	Damage Reduction
HP				

AC [ ] = 10 + [ ] + [ ] + [ ] + [ ] + [ ] + [ ]

TOTAL; Armor Bonus; Shield Bonus; Dexterity Modifier; Size Modifier; Natural Armor; Misc Modifier

TOUCH AC [ ]

FLAT-FOOTED AC [ ]

INIT [ ] = [ ] + [ ]

Total; Dex Mod; Misc Modifier

CHARACTER PORTRAIT

SAVING THROWS	TOTAL		Base Save		Ability Modifier		Misc Modifier		Temporary Modifiers
FORTITUDE (CON)		=		+		+		+	
REFLEX (DEX)		=		+		+		+	
WILL (WIS)		=		+		+		+	

EXP [ ]

BASE ATTACK BONUS [ ]

SPELL RESISTANCE [ ]

GRAPPLE [ ] = [ ] + [ ] + [ ] + [ ]

TOTAL; Base Attack Bonus; Strength Modifier; Size Modifier; Misc Modifier

WEAPON	Attack	Damage	Critical	Range	Type

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ARMOR/PROTECTIVE ITEM	Type	AC Bonus	Max Dex	Check Penalty	Speed

SHIELD/PROTECTIVE ITEM	AC Bonus	Max Dex	Check Penalty	Speed

PROTECTIVE ITEM	Notes	AC Bonus

PROTECTIVE ITEM	Notes	AC Bonus

SKILLS

	Name	Key Ability	Skill Modifier	=	Ability Modifier	+	Misc Modifier	+	Ranks
O	Agility+	Dex		=		+		+	
O	Animals	Int		=		+		+	
O	Athletics+	Str		=		+		+	
O	Awareness	Wis		=		+		+	
O	Bluff	Cha		=		+		+	
O	Concentration	Con		=		+		+	
O	Craft_____	Int		=		+		+	
O	Craft_____	Int		=		+		+	
O	Diplomacy	Cha		=		+		+	
O	Heal	Wis		=		+		+	
O	Intimidate	Cha		=		+		+	
O	Knowledge*_____	Int		=		+		+	
O	Knowledge*_____	Int		=		+		+	
O	Knowledge*_____	Int		=		+		+	
O	Knowledge*_____	Int		=		+		+	
O	Mechanics*	Int		=		+		+	
O	Perform*_____	Cha		=		+		+	
O	Perform*_____	Cha		=		+		+	
O	Stealth+	Dex		=		+		+	
O	Survival	Wis		=		+		+	
O	Use Magic Device*	Cha		=		+		+	
O	Use Rope*	Dex		=		+		+	
O	_____			=		+		+	
O	_____			=		+		+	
O	_____			=		+		+	

Fill in bubbles for class skills

*Requires Training
+Armor Check Penalty

CHARACTER NOTES

INVENTORY

MONEY

S$ (snow dollars)

s¢ (snow cents)

CLASS FEATURES & FEATS

SPELLS

Discipline

SPELL SAVE

SPELL PTS.

Spells Known	Spell Save DC	LVL	Spells Per Day	Bonus Spells	Spell Cost
		0		0	½
		1			1
		2			3
		3			5