

name	clan	social class	deity	appearance	
race	class & level		alignment		
size	gender	age	height		weight

DOMHAN

player

ABILITY	score	modifier	temp. score	temp. modifier	xp
STR					
DEX					
CON					
INT					
WIS					
CHA					

SAVING THROWS	total	base save	ability modifier	magic modifier	misc modifier	temp. modifier	conditional modifiers
FORTITUDE	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
REFLEX	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
WILL	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
SPELL RESISTANCE <input style="width:80%;" type="text"/>							

AC	total	armor bonus	shield bonus	DEX modifier	size modifier	natural armor	deflection modifier	misc modifier
	<input type="text"/>	= 10 + <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
		touch AC <input style="width:20%;" type="text"/>		flat-footed <input style="width:20%;" type="text"/>		damage reduction <input style="width:40%;" type="text"/>		

BASE ATTACK BONUS	total
	<input type="text"/>

  

GRAPPLE MODIFIER	total	BAB modifier	STR modifier	size modifier	misc modifier
	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

SPEED	total
	<input type="text"/>

  

INITIATIVE MODIFIER	total
	<input type="text"/>

ATTACK	attack bonus	damage	critical	range	type
ammunition					notes
ammunition					notes
ammunition					notes
ammunition					notes
ammunition					notes
ammunition					notes
ammunition					notes
ammunition					notes

HP	total	wounds / current HP
	<input type="text"/>	<input style="width:90%;" type="text"/>
	nonlethal damage <input style="width:50%;" type="text"/>	

SKILLS	class skill	skill name	key ability	skill modifier	ability modifier	ranks	misc modifier
<input type="checkbox"/>		Appraise	Int				
<input type="checkbox"/>		Balance	Dex*				
<input type="checkbox"/>		Bluff	Cha				
<input type="checkbox"/>		Charioteering	Dex				
<input type="checkbox"/>		Climb	Str*				
<input type="checkbox"/>		Concentration	Con				
<input type="checkbox"/>		Craft (_____)	Int				
<input type="checkbox"/>		Craft (_____)	Int				
<input type="checkbox"/>		Craft (_____)	Int				
<input type="checkbox"/>		Craft (_____)	Int				
<input type="checkbox"/>		Decipher script	Int				
<input type="checkbox"/>		Diplomacy	Cha				
<input type="checkbox"/>		Disable device	Int				
<input type="checkbox"/>		Disguise	Cha				
<input type="checkbox"/>		Escape artist	Dex*				
<input type="checkbox"/>		Forgery	Int				
<input type="checkbox"/>		Gather information	Cha				
<input type="checkbox"/>		Handle animal	Cha				
<input type="checkbox"/>		Heal	Wis				
<input type="checkbox"/>		Hide	Dex*				
<input type="checkbox"/>		Intimidate	Cha				
<input type="checkbox"/>		Jump	Str*				
<input type="checkbox"/>		Knowledge (_____)	Int				
<input type="checkbox"/>		Knowledge (_____)	Int				
<input type="checkbox"/>		Knowledge (_____)	Int				
<input type="checkbox"/>		Knowledge (_____)	Int				
<input type="checkbox"/>		Knowledge (_____)	Int				
<input type="checkbox"/>		Knowledge (_____)	Int				
<input type="checkbox"/>		Listen	Wis				
<input type="checkbox"/>		Move silently	Dex*				
<input type="checkbox"/>		Open lock	Dex				
<input type="checkbox"/>		Perform (_____)	Cha				
<input type="checkbox"/>		Perform (_____)	Cha				
<input type="checkbox"/>		Perform (_____)	Cha				
<input type="checkbox"/>		Perform (_____)	Cha				
<input type="checkbox"/>		Profession (_____)	Wis				
<input type="checkbox"/>		Profession (_____)	Wis				
<input type="checkbox"/>		Ride	Dex				
<input type="checkbox"/>		Search	Int				
<input type="checkbox"/>		Sense motive	Wis				
<input type="checkbox"/>		Sleight of hand	Dex*				
<input type="checkbox"/>		Spellcraft	Int				
<input type="checkbox"/>		Spot	Wis				
<input type="checkbox"/>		Survival	Wis				
<input type="checkbox"/>		Swim	Str*				
<input type="checkbox"/>		Tumble	Dex*				
<input type="checkbox"/>		Use magic device	Cha				
<input type="checkbox"/>		Use rope	Dex				
<input type="checkbox"/>		_____					
<input type="checkbox"/>		_____					
<input type="checkbox"/>		_____					

Mark for class skills.  Skill can be used untrained.  
 \* Armor check penalty, if any, applies. (Double penalty for Swim.)

