

CHARACTER NAME \_\_\_\_\_

LEVEL \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

RACE \_\_\_\_\_ SIZE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

ACTION POINTS 00000 00000  
00000 00000

FATIGUE 00000 00000

SPEED  =  +  +   
TOTAL BASE SPEED DEX MODIFIER STR MODIFIER



GRIM & GRITTY CHARACTER SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Defense	TOTAL	BASE DEFENSE	DEX MODIFIER	SIZE MODIFIER	SHIELD MODIFIER	OTHER MODIFIERS
Absorption	TOTAL	CON MODIFIER	ARMOR BONUS	NATURAL ARMOR	SIZE MODIFIER	OTHER MODIFIERS

Touch	TOTAL	Flat-Footed	TOTAL
Spell Resistance	TOTAL		

Base Attack Bonus	<input type="text"/>
Initiative Modifier	<input type="text"/> = <input type="text"/> + <input type="text"/> TOTAL DEX MODIFIER MISC MODIFIER

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
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<input type="checkbox"/> Appraise <sup>+</sup>	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Balance <sup>+</sup>	DEX	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Bluff <sup>+</sup>	CHA	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Climb <sup>+</sup>	STR	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Concentration <sup>+</sup>	CON	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Craft <sup>+</sup> (_____)	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Craft <sup>+</sup> (_____)	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Craft <sup>+</sup> (_____)	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Decipher Script	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Diplomacy <sup>+</sup>	CHA	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Disable Device	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Disguise <sup>+</sup>	CHA	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Escape Artist <sup>+</sup>	DEX	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Forgery <sup>+</sup>	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Gather Information <sup>+</sup>	CHA	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Handle Animal	CHA	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Heal <sup>+</sup>	WIS	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Hide <sup>+</sup>	DEX	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Intimidate <sup>+</sup>	CHA	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Jump <sup>+</sup>	STR	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Knowledge (_____) INT	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Knowledge (_____) INT	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Knowledge (_____) INT	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Knowledge (_____) INT	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Knowledge (_____) INT	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Listen <sup>+</sup>	WIS	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Move Silently <sup>+</sup>	DEX	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Open Lock	DEX	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Perform (_____) CHA	CHA	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Perform (_____) CHA	CHA	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Perform (_____) CHA	CHA	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Profession (_____) WIS	WIS	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Profession (_____) WIS	WIS	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Ride <sup>+</sup>	DEX	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Search <sup>+</sup>	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Sense Motive <sup>+</sup>	WIS	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Sleight of Hand	DEX	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Spellcraft	INT	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Spot <sup>+</sup>	WIS	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Survival <sup>+</sup>	WIS	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Swim <sup>+</sup>	STR	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Tumble	DEX	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Use Magic Device	CHA	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> Use Rope <sup>+</sup>	DEX	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> _____	_____	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> _____	_____	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>
<input type="checkbox"/> _____	_____	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/> + <input type="text"/>

<sup>+</sup> DENOTES A SKILL THAT CAN BE USED UNTRAINED.  
☐ MARK THIS BOX WITH AN X IF THE SKILL IS A CLASS SKILL FOR THE CHARACTER.  
<sup>\*</sup> ARMOR CHECK PENALTY, IF ANY, APPLIES. (DOUBLE PENALTY FOR SWIM.)

Saving Throws	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
Fortitude (CONSTITUTION)	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>
Reflex (DEXTERITY)	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>
Will (WISDOM)	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>

Melee Attack Bonus	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Ranged Attack Bonus	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

ATTACK	ATTACK BONUS	DEFENSE	DAMAGE
RANGE	TYPE	NOTES	CRITICAL

AMMUNITION \_\_\_\_\_ 00000 00000 00000 00000 00000 00000

ATTACK	ATTACK BONUS	DEFENSE	DAMAGE
RANGE	TYPE	NOTES	CRITICAL

AMMUNITION \_\_\_\_\_ 00000 00000 00000 00000 00000 00000

ATTACK	ATTACK BONUS	DEFENSE	DAMAGE
RANGE	TYPE	NOTES	CRITICAL

AMMUNITION \_\_\_\_\_ 00000 00000 00000 00000 00000 00000

ATTACK	ATTACK BONUS	DEFENSE	DAMAGE
RANGE	TYPE	NOTES	CRITICAL

AMMUNITION \_\_\_\_\_ 00000 00000 00000 00000 00000 00000

NORMAL Damage	NOTHING	JOLTED	JARRED	PARTIAL ACTIONS	UNCONSCIOUS
Lethal Damage	00000	00000	00000	00000	00000
		-1	-2	-3	-5
	LIGHT	MODERATE	SEVERE	PARTIAL ACTIONS	DYING

DAMAGE COUNTER \_\_\_\_\_ 00000 00000 00000 00000 00000  
DAMAGE COUNTER \_\_\_\_\_ 00000 00000 00000 00000 00000  
DAMAGE COUNTER \_\_\_\_\_ 00000 00000 00000 00000 00000

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SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BOXES	WEIGHT	SPECIAL PROPERTIES

money	Treasure
CP—	
SP—	
GP—	
PP—	

[illegible]

## This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's resting on a surface.

INITIAL LANGUAGES = COMMON + RACIAL  
LANGUAGES + ONE PER POINT OF INT BONUS

[illegible]

DC MOD

□ %

SPELLS KNOWN	SPELLS SAVED	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	1st	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9th	<input type="text"/>	<input type="text"/>