GRIM & GRITTY

GRIM & GRITTY CHARACTER SHEET

CHARACTER NAME

LEVEL   ALIGNMENT

RACE   SIZE   HEIGHT   WEIGHT

Action Points OOOOO OOOOO / OOOOO OOOOO

Fatigue OOOOO OOOOO

Speed [ ] = [ ] + [ ] + [ ]
TOTAL   BASE SPEED   DEX MODIFIER   STR MODIFIER

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

Defense [ ] = [ ] + [ ] + [ ] + [ ] + [ ]
TOTAL   BASE DEFENSE   DEX MODIFIER   SIZE MODIFIER   SHIELD MODIFIER   OTHER MODIFIERS

Absortion [ ] = [ ] + [ ] + [ ] + [ ] + [ ]
TOTAL   CON MODIFIER   ARMOR BONUS   NATURAL ARMOR   SIZE MODIFIER   OTHER MODIFIERS

Touch [ ] TOTAL   **Flat-Footed** [ ] TOTAL

Spell Resistance [ ] TOTAL

BASE ATTACK BONUS [ ]

INITIATIVE MODIFIER [ ] = [ ] + [ ]
TOTAL   DEX MODIFIER   MISC MODIFIER

Saving Throws

	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	[ ]	=	[ ]	+	[ ]	+	[ ]	+	[ ]	+	[ ]	
REFLEX (DEXTERITY)	[ ]	=	[ ]	+	[ ]	+	[ ]	+	[ ]	+	[ ]	
WILL (WISDOM)	[ ]	=	[ ]	+	[ ]	+	[ ]	+	[ ]	+	[ ]	

	TOTAL		BASE ATTACK BONUS		STR MODIFIER		SIZE MODIFIER		MISC MODIFIER
MELEE ATTACK BONUS	[ ]	=	[ ]	+	[ ]	+	[ ]	+	[ ]
RANGED ATTACK BONUS	[ ]	=	[ ]	+	[ ]	+	[ ]	+	[ ]
	TOTAL		BASE ATTACK BONUS		DEX MODIFIER		SIZE MODIFIER		MISC MODIFIER

ATTACK

ATTACK	ATTACK BONUS	DEFENSE	DAMAGE
RANGE	TYPE	NOTES	CRITICAL

AMMUNITION _____ OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

ATTACK

ATTACK	ATTACK BONUS	DEFENSE	DAMAGE
RANGE	TYPE	NOTES	CRITICAL

AMMUNITION _____ OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

ATTACK

ATTACK	ATTACK BONUS	DEFENSE	DAMAGE
RANGE	TYPE	NOTES	CRITICAL

AMMUNITION _____ OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

ATTACK

ATTACK	ATTACK BONUS	DEFENSE	DAMAGE
RANGE	TYPE	NOTES	CRITICAL

AMMUNITION _____ OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

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

DAMAGE COUNTER _____ OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO
DAMAGE COUNTER _____ OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO
DAMAGE COUNTER _____ OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) [/]

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	APPRAISE ƒ	INT	[ ]	= ____	+ ____	+ ____
☐	BALANCE ƒ	DEX*	[ ]	= ____	+ ____	+ ____
☐	BLUFF ƒ	CHA	[ ]	= ____	+ ____	+ ____
☐	CLIMB ƒ	STR*	[ ]	= ____	+ ____	+ ____
☐	CONCENTRATION ƒ	CON	[ ]	= ____	+ ____	+ ____
☐	CRAFT ƒ(_____)	INT	[ ]	= ____	+ ____	+ ____
☐	CRAFT ƒ(_____)	INT	[ ]	= ____	+ ____	+ ____
☐	CRAFT ƒ(_____)	INT	[ ]	= ____	+ ____	+ ____
☐	DECIPHER SCRIPT	INT	[ ]	= ____	+ ____	+ ____
☐	DIPLOMACY ƒ	CHA	[ ]	= ____	+ ____	+ ____
☐	DISABLE DEVICE	INT	[ ]	= ____	+ ____	+ ____
☐	DISGUISE ƒ	CHA	[ ]	= ____	+ ____	+ ____
☐	ESCAPE ARTIST ƒ	DEX*	[ ]	= ____	+ ____	+ ____
☐	FORGERY ƒ	INT	[ ]	= ____	+ ____	+ ____
☐	GATHER INFORMATION ƒ	CHA	[ ]	= ____	+ ____	+ ____
☐	HANDLE ANIMAL	CHA	[ ]	= ____	+ ____	+ ____
☐	HEAL ƒ	WIS	[ ]	= ____	+ ____	+ ____
☐	HIDE ƒ	DEX*	[ ]	= ____	+ ____	+ ____
☐	INTIMIDATE ƒ	CHA	[ ]	= ____	+ ____	+ ____
☐	JUMP ƒ	STR*	[ ]	= ____	+ ____	+ ____
☐	KNOWLEDGE (_____)	INT	[ ]	= ____	+ ____	+ ____
☐	KNOWLEDGE (_____)	INT	[ ]	= ____	+ ____	+ ____
☐	KNOWLEDGE (_____)	INT	[ ]	= ____	+ ____	+ ____
☐	KNOWLEDGE (_____)	INT	[ ]	= ____	+ ____	+ ____
☐	KNOWLEDGE (_____)	INT	[ ]	= ____	+ ____	+ ____
☐	LISTEN ƒ	WIS	[ ]	= ____	+ ____	+ ____
☐	MOVE SILENTLY ƒ	DEX*	[ ]	= ____	+ ____	+ ____
☐	OPEN LOCK	DEX	[ ]	= ____	+ ____	+ ____
☐	PERFORM (_____)	CHA	[ ]	= ____	+ ____	+ ____
☐	PERFORM (_____)	CHA	[ ]	= ____	+ ____	+ ____
☐	PERFORM (_____)	CHA	[ ]	= ____	+ ____	+ ____
☐	PROFESSION(_____)WIS		[ ]	= ____	+ ____	+ ____
☐	PROFESSION(_____)WIS		[ ]	= ____	+ ____	+ ____
☐	RIDE ƒ	DEX	[ ]	= ____	+ ____	+ ____
☐	SEARCH ƒ	INT	[ ]	= ____	+ ____	+ ____
☐	SENSE MOTIVE ƒ	WIS	[ ]	= ____	+ ____	+ ____
☐	SLEIGHT OF HAND	DEX*	[ ]	= ____	+ ____	+ ____
☐	SPELLCRAFT	INT	[ ]	= ____	+ ____	+ ____
☐	SPOT ƒ	WIS	[ ]	= ____	+ ____	+ ____
☐	SURVIVAL ƒ	WIS	[ ]	= ____	+ ____	+ ____
☐	SWIM ƒ	STR*	[ ]	= ____	+ ____	+ ____
☐	TUMBLE	DEX*	[ ]	= ____	+ ____	+ ____
☐	USE MAGIC DEVICE	CHA	[ ]	= ____	+ ____	+ ____
☐	USE ROPE ƒ	DEX	[ ]	= ____	+ ____	+ ____
☐	_____		[ ]	= ____	+ ____	+ ____
☐	_____		[ ]	= ____	+ ____	+ ____
☐	_____		[ ]	= ____	+ ____	+ ____

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

CAMPAIGN

_____

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	HARDNESS	HP

MONEY	TREASURE
CP—	
SP—	
GP—	
PP—	

FEATS

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SPECIAL ABILITIES

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LANGUAGES

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

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_____
_____
_____
_____

SPELLS

DOMAINS/SPECIALTY SCHOOL

_____

0: _____

1ST: _____

2ND: _____

3RD: _____

4TH: _____

5TH: _____

6TH: _____

7TH: _____

8TH: _____

9TH: _____

SPELL SAVE [ ]
DC MOD

ARCANE SPELL FAILURE [ ] %

CONDITIONAL MODIFIERS
[ ]

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
[ ]	[ ]	0	[ ]	0
[ ]	[ ]	1ST	[ ]	[ ]
[ ]	[ ]	2ND	[ ]	[ ]
[ ]	[ ]	3RD	[ ]	[ ]
[ ]	[ ]	4TH	[ ]	[ ]
[ ]	[ ]	5TH	[ ]	[ ]
[ ]	[ ]	6TH	[ ]	[ ]
[ ]	[ ]	7TH	[ ]	[ ]
[ ]	[ ]	8TH	[ ]	[ ]
[ ]	[ ]	9TH	[ ]	[ ]