

Hogwarts d20

CHARACTER NAME			RACE		CLASS(ES)	
ALIGNMENT		SCHOOL HOUSE		LEVEL	EXPERIENCE	FAVORED
GENDER	AGE	SIZE	HEIGHT	WEIGHT	COMPLEXION	HAIR
					EYES	
					HANDEDNESS	

ABILITY SCORES				SAVING THROWS					VITALITY POINTS			WOUND POINTS	
SCORE	MOD	TEMP SCORE	TEMP MOD	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH or DRAG	
STR				FORT CONSTITUTION	=	+	+	+	+	1 x MAX LOAD	2 x MAX LOAD	5 x MAX LOAD	
DEX				REF DEXTERITY	=	+	+	+	+				
CON				WILL WISDOM	=	+	+	+	+				
INT				SAVE MODIFIERS					RESISTANCES				
WIS													
CHA													

ARMOR CLASS							ARMOR & PROTECTION						
NORMAL	BASE	ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	MISC MOD	TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT
= 10	+	+	+	+	+	+							
AC MODIFIERS													
FLAT-FOOTED	SPELL FAILURE												
TOUCH	CHECK PENALTY												
							PROFICIENT WITH : <input type="checkbox"/> LIGHT ARMOR <input type="checkbox"/> MEDIUM ARMOR <input type="checkbox"/> HEAVY ARMOR <input type="checkbox"/> SHIELDS						

INITIATIVE				ATTACK BONUSES					BASE ATTACK BONUS					ATTACK MODIFIERS			
TOTAL	DEX	MISC		TOTAL ATTACK BONUS					BASE ATTACK BONUS								
=	+	+		MELEE STRENGTH	=	+	+	+	+	+	+	+	+	+	+	+	+
				RANGED DEXTERITY	=	+	+	+	+	+	+	+	+	+	+	+	+
				CMB STRENGTH	=	+	+	+	+	+	+	+	+	+	+	+	+
				CMD STRENGTH & DEXTERITY	=	+	+	+	+	+	+	+	+	+	+	+	10

WEAPONS								NOTES & RELATED FEATS							
ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WGT									
	1d4	20	-	S	B	1#									

SKILLS	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS	SKILLS	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS
* Acrobatics		=	+	+	DEX	□	Knowledge (Nobility)		=	+	+	INT	□
Appraise		=	+	+	INT	□	Knowledge (Planes)		=	+	+	INT	□
Bluff		=	+	+	CHA	□	Knowledge (Religion)		=	+	+	INT	□
* Climb		=	+	+	STR	□	Knowledge		=	+	+	INT	□
Craft		=	+	+	INT	□	Knowledge		=	+	+	INT	□
Craft		=	+	+	INT	□	Knowledge		=	+	+	INT	□
Craft		=	+	+	INT	□	Linguistics		=	+	+	INT	□
Diplomacy		=	+	+	CHA	□	Perception		=	+	+	WIS	□
* Disable Device	■	=	+	+	DEX	□	Perform		=	+	+	CHA	□
Disguise		=	+	+	CHA	□	Perform		=	+	+	CHA	□
* Escape Artist		=	+	+	DEX	□	Profession		=	+	+	WIS	□
* Fly		=	+	+	DEX	□	Profession		=	+	+	WIS	□
Handle Animal	■	=	+	+	CHA	□	* Ride		=	+	+	DEX	□
Heal		=	+	+	WIS	□	Sense Motive		=	+	+	WIS	□
Intimidate		=	+	+	CHA	□	* Sleight of Hand		=	+	+	DEX	□
Knowledge (Arcana)	■	=	+	+	INT	□	Spellcraft		=	+	+	INT	□
Knowledge (Dungeoneering)	■	=	+	+	INT	□	* Stealth		=	+	+	DEX	□
Knowledge (Engineering)	■	=	+	+	INT	□	Survival		=	+	+	WIS	□
Knowledge (Geography)	■	=	+	+	INT	□	* Swim		=	+	+	STR	□
Knowledge (History)	■	=	+	+	INT	□	Use Magic Device		=	+	+	CHA	□
Knowledge (Local)	■	=	+	+	INT	□			=	+	+		
Knowledge (Nature)	■	=	+	+	INT	□			=	+	+		

■ Trained Only * Armor Check Penalty Applies

SKILL MODIFIERS	RACIAL TRAITS & CLASS FEATURES	FEATS	LANGUAGES

EQUIPMENT	LOCATION	WGT	EQUIPMENT	LOCATION	WGT	VALUABLES	AMOUNT
						Gold Galleons	
						Silver Sickles	
						Bronze Knuts	

BIRTH / PAST / FAMILY	NATIONALITY / RESIDENCE
APPEARANCE	CLOTHING
PERSONALITY / MANNERISMS	NOTES