

# Middle-earth d20

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

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

DEFENSE						ARMOR & PROTECTION								
NORMAL		BASE	SHIELD BONUS	DEX MOD	ARMOR ENHC BONUS	SIZE MOD	MISC MOD	LOCATION	DR	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT
= 10		+	+	+	+	+	+							
DEFENSE 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	ABIL MOD	ABIL MOD	SIZE MOD	MISC MOD					
=		+		MELEE STRENGTH	=		+		+						
				RANGED DEXTERITY	=		+		+						
				CMB STRENGTH	=		+		+						
				CMD STRENGTH & DEXTERITY	=		+		+	10					

WEAPONS		ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WGT	NOTES & RELATED FEATS					

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

■ Trained Only \* Armor Check Penalty Applies

