

TRINITY™

HOPE SACRIFICE UNITY

Character Name _____

Class and Level _____

Race and Template _____ Experience _____

SKILLS

Skill Name	Key Ability	Total	Ability Mod.	Ranks	Misc.
<input type="checkbox"/> Appraise•	INT				
<input type="checkbox"/> Balance•	DEX*				
<input type="checkbox"/> Bluff•	CHA				
<input type="checkbox"/> Climb•	STR*				
<input type="checkbox"/> Computer Use•	INT				
<input type="checkbox"/> Concentration•	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"/> Demolitions	INT				
<input type="checkbox"/> Diplomacy•	CHA				
<input type="checkbox"/> Disable Device	INT				
<input type="checkbox"/> Disguise•	CHA				
<input type="checkbox"/> Drive•	DEX				
<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"/> Investigate	INT				
<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"/> 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"/> Pilot	DEX				
<input type="checkbox"/> Profession()	WIS				
<input type="checkbox"/> Profession()	WIS				
<input type="checkbox"/> Repair	INT				
<input type="checkbox"/> Research	INT				
<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"/> Spot	WIS				
<input type="checkbox"/> Survival	WIS				
<input type="checkbox"/> Swim	STR*				
<input type="checkbox"/> Tumble	DEX*				
<input type="checkbox"/> Use Rope•	DEX				

• Can be used untrained
 Check box for class skills
 * Armor check penalty applies (double for swim)

Score	Modifier	Temp. Score	Temp. Mod.
STR			
DEX			
CON			
INT			
WIS			
CHA			

HIT POINTS

total

current

Base Attack Bonus

Initiative

Speed

GRAPPLE = + + +

TOTAL Base Attack Bonus Strength Modifier Size Modifier Misc. Modifier

SAVING THROWS

	TOTAL	=	Base Save	+	Ability Mod.	+	Misc. Mod.
Fortitude (CON)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Reflex (DEX)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Will (WIS)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

ARMOR CLASS (10+ DEX MOD AC BONUS ARMOR BONUS NATURAL ARMOR DEFLECT MOD SIZE MOD MISC MOD)

Touch AC Damage Reduction

Flat-Footed AC Power Resistance

ATTACKS

Attack Type	Attack Bonus	Damage	Critical	Range	Type
Notes					
Notes					
Notes					
Notes					
Notes					

