



# Morningstar

## CHARACTER SHEET, PAGE I

CHARACTER NAME		PLAYER		RACE		LEVEL	
ALIGNMENT		PANTHEON/DEITY		CLASS		LEVEL	
SIZE	AGE	GENDER	SKIN	CLASS	LEVEL		
HEIGHT	WEIGHT	EYES	HAIR	CLASS	LEVEL		

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	TOTAL	CURRENT	NONLETHAL DAMAGE	DAMAGE REDUCTION	SPELL RESISTANCE
<b>STR</b>					<b>HP</b>				
<b>DEX</b>								ARCANE SPELL FAILURE	AMR. CHECK PENALTY
<b>CON</b>					<b>AC</b>				
<b>INT</b>					TOTAL = DEX + MISC				
<b>WIS</b>					<b>INIT</b>		FLAT FOOTED AC TOUCH AC	<b>SPEED</b>	
<b>CHA</b>									

TOTAL = 10 + SIZE + MISC + ARMOR + SHIELD + DEX

SAVING THROW	TOTAL	=	BASE SAVE	+	ABILITY MOD	+	MAGIC MOD	+	MISC MOD	+	TEMP MOD
<b>FORT</b>											
<b>REF</b>											
<b>WILL</b>											

**BASE ATTACK BONUS**

ATTACK TYPE	TOTAL	=	BASE ATTACK	+	STR/DEX MOD	+	SIZE MOD	+	MISC MOD	+	TEMP MOD
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<b>MELEE</b>	
<b>RANGED</b>	
<b>2nd HAND</b>	
<b>GRAPPLE</b>	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
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**SKILLS**

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WEAPON NAME	TOTAL ATK BONUS	DAMAGE	CRIT	RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES	AMMO
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