

ICON LEGEND

WRITE ON SHEET

1d4

6

1d6

8

1d8

1d10

1d12

1d20

CRITICAL THREAT

SPELL ON FRIENDS

SPELL ON ENEMIES

STANDARD MAGIC

A CHARACTER NAME

ALIGNMENT _____ GENDER _____

RACE _____ CLASS _____ XP LEVEL _____

RACE

CLASS

XP LEVEL

B ABILITY SCORES

STRENGTH STR MODIFIER

DEXTERITY DEX MODIFIER

CONSTITUTION CON MODIFIER

INTELLIGENCE INT MODIFIER

WISDOM WIS MODIFIER

CHARISMA CHA MODIFIER

F CLASS FEATURES

HIT POINTS

FORTITUDE SAVE CLASS + CON MOD + MISC = TOTAL

REFLEX SAVE CLASS + DEX MOD + MISC = TOTAL

WILL SAVE CLASS + WIS MOD + MISC = TOTAL

ATTACK BONUS SKILL RANKS

C RACIAL TRAITS

SPEED _____

D SKILLS

| | CLASS SKILL? | RANKS | ABILITY MOD | MISC. MOD | TOTAL |
|--------------------------|--------------------------|----------------------|-------------|----------------------|------------------------|
| ACROBATICS | <input type="checkbox"/> | <input type="text"/> | DEX MOD | <input type="text"/> | = <input type="text"/> |
| BLUFF | <input type="checkbox"/> | <input type="text"/> | CHA MOD | <input type="text"/> | = <input type="text"/> |
| CLIMB | <input type="checkbox"/> | <input type="text"/> | STR MOD | <input type="text"/> | = <input type="text"/> |
| DIPLOMACY | <input type="checkbox"/> | <input type="text"/> | CHA MOD | <input type="text"/> | = <input type="text"/> |
| DISABLE DEVICE* | <input type="checkbox"/> | <input type="text"/> | DEX MOD | <input type="text"/> | = <input type="text"/> |
| HEAL | <input type="checkbox"/> | <input type="text"/> | WIS MOD | <input type="text"/> | = <input type="text"/> |
| KNOWLEDGE ARCANA* | <input type="checkbox"/> | <input type="text"/> | INT MOD | <input type="text"/> | = <input type="text"/> |
| KNOWLEDGE DUNGEONEERING* | <input type="checkbox"/> | <input type="text"/> | INT MOD | <input type="text"/> | = <input type="text"/> |
| KNOWLEDGE GEOGRAPHY* | <input type="checkbox"/> | <input type="text"/> | INT MOD | <input type="text"/> | = <input type="text"/> |
| KNOWLEDGE HISTORY* | <input type="checkbox"/> | <input type="text"/> | INT MOD | <input type="text"/> | = <input type="text"/> |
| KNOWLEDGE LOCAL* | <input type="checkbox"/> | <input type="text"/> | INT MOD | <input type="text"/> | = <input type="text"/> |
| KNOWLEDGE NATURE* | <input type="checkbox"/> | <input type="text"/> | INT MOD | <input type="text"/> | = <input type="text"/> |
| KNOWLEDGE RELIGION* | <input type="checkbox"/> | <input type="text"/> | INT MOD | <input type="text"/> | = <input type="text"/> |
| PERCEPTION | <input type="checkbox"/> | <input type="text"/> | WIS MOD | <input type="text"/> | = <input type="text"/> |
| RIDE | <input type="checkbox"/> | <input type="text"/> | DEX MOD | <input type="text"/> | = <input type="text"/> |
| SENSE MOTIVE | <input type="checkbox"/> | <input type="text"/> | WIS MOD | <input type="text"/> | = <input type="text"/> |
| SPELLCRAFT* | <input type="checkbox"/> | <input type="text"/> | INT MOD | <input type="text"/> | = <input type="text"/> |
| STEALTH | <input type="checkbox"/> | <input type="text"/> | DEX MOD | <input type="text"/> | = <input type="text"/> |
| SWIM | <input type="checkbox"/> | <input type="text"/> | STR MOD | <input type="text"/> | = <input type="text"/> |

* TRAINED ONLY

G WEAPONS AND ATTACKS

INITIATIVE IMPROVED INITIATIVE + DEX MOD = TOTAL

MELEE ATTACK ATTACK BONUS + STR MOD = TOTAL

RANGED ATTACK ATTACK BONUS + DEX MOD = TOTAL

| WEAPON | ATTACK BONUS | DAMAGE | CRITICAL THREAT | DAMAGE TYPE | RANGE INCREMENT | AMMUNITION |
|--------|--------------|--------|-----------------|-------------|-----------------|------------|
| | | | | | | |

| WEAPON | ATTACK BONUS | DAMAGE | CRITICAL THREAT | DAMAGE TYPE | RANGE INCREMENT | AMMUNITION |
|--------|--------------|--------|-----------------|-------------|-----------------|------------|
| | | | | | | |

H ARMOR AND ARMOR CLASS

AC ARMOR + SHIELD + DEX MOD + MAGIC + 10 = TOTAL

I FEATS

J EQUIPMENT

EQUIPMENT IS ON THE BACK OF YOUR CHARACTER SHEET

E ARMOR AND WEAPON PROFICIENCIES

SHIELDS MEDIUM ARMOR SIMPLE WEAPONS

LIGHT ARMOR HEAVY ARMOR MARTIAL WEAPONS

K SPELLS

SPELLS ARE ON THE BACK OF YOUR CHARACTER SHEET

