

CHARACTER SHEET

ICON LEGEND



WRITE ON SHEET



1d4

6

1d6



1d8



1d10



1d12



1d20



CRITICAL THREAT



SPELL ON FRIENDS



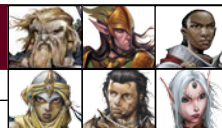
SPELL ON ENEMIES



STANDARD MAGIC

A CHARACTER NAME

ALIGNMENT
GENDER



RACE

CLASS

XP
LEVEL

B ABILITY SCORES

ABILITY MODIFIERS

STRENGTH			STR MODIFIER
DEXTERITY			DEX MODIFIER
CONSTITUTION			CON MODIFIER
INTELLIGENCE			INT MODIFIER
WISDOM			WIS MODIFIER
CHARISMA			CHA MODIFIER

C RACIAL TRAITS

SPEED

D SKILLS

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

* TRAINED ONLY

E ARMOR AND WEAPON PROFICIENCIES

<input type="checkbox"/> SHIELDS	<input type="checkbox"/> MEDIUM ARMOR	<input type="checkbox"/> SIMPLE WEAPONS
<input type="checkbox"/> LIGHT ARMOR	<input type="checkbox"/> HEAVY ARMOR	<input type="checkbox"/> MARTIAL WEAPONS

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		

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
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I FEATS

J EQUIPMENT

EQUIPMENT IS ON THE BACK OF YOUR CHARACTER SHEET



K SPELLS

SPELLS ARE ON THE BACK OF YOUR CHARACTER SHEET



L

CHARACTER PORTRAIT

M	CHARACTER HISTORY

[illegible]

0 MOST DAMAGE DEALT	

[illegible]

CANTRIPS: DETECT MAGIC, MAGE HAND, RAY OF FROST, READ MAGIC

[illegible]

RESTRICTED SPELLS:



SPELL ON FRIENDS



SPELL ON ENEMIES



STANDARD MAGIC