

CHARACTER SHEET



ICON LEGEND	
	WRITE ON SHEET
	1d4
	6
	1d6
	1d10
	1d12
	1d20
	CRITICAL THREAT
	SPELL ON FRIENDS
	SPELL ON ENEMIES
	STANDARD MAGIC

A CHARACTER NAME		RACE		XP LEVEL			
		ALIGNMENT	GENDER				
B ABILITY SCORES		ABILITY MODIFIERS		F CLASS FEATURES			
STRENGTH	<input type="text"/>	STR MODIFIER		HIT POINTS			
DEXTERITY	<input type="text"/>	DEX MODIFIER		CLASS + CON MOD + MISC = TOTAL			
CONSTITUTION	<input type="text"/>	CON MODIFIER		REFLEX SAVE CLASS + DEX MOD + MISC = TOTAL			
INTELLIGENCE	<input type="text"/>	INT MODIFIER		WILL SAVE CLASS + WIS MOD + MISC = TOTAL			
WISDOM	<input type="text"/>	WIS MODIFIER		ATTACK BONUS SKILL RANKS			
CHARISMA	<input type="text"/>	CHA MODIFIER					
C RACIAL TRAITS							
SPEED							
D SKILLS		CLASS SKILL?	RANKS	ABILITY MOD	MISC. MOD	TOTAL	
ACROBATICS	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
BLUFF	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
CLIMB	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
DIPLOMACY	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
DISABLE DEVICE*	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
HEAL	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
KNOWLEDGE ARCANA*	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
KNOWLEDGE DUNGEONERING*	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
KNOWLEDGE GEOGRAPHY*	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
KNOWLEDGE HISTORY*	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
KNOWLEDGE LOCAL*	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
KNOWLEDGE NATURE*	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
KNOWLEDGE RELIGION*	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
PERCEPTION	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
RIDE	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
SENSE MOTIVE	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
SPELLCRAFT*	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
STEALTH	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
SWIM	<input type="checkbox"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>		
* 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							
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							
K SPELLS							
SPELLS ARE ON THE BACK OF YOUR CHARACTER SHEET							

**EQUIPMENT**

GP	SP	CP

**CHARACTER PORTRAIT****PREPARED SPELLS**

1 ST	2 ND	3 RD
SPELL DC		

**CHARACTER HISTORY****MONSTERS KILLED****MOST DAMAGE DEALT****NOTES****WIZARD'S SPELLBOOK**

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

RESTRICTED SPELLS:

SPELL ON
FRIENDSSPELL ON
ENEMIESSTANDARD
MAGIC