

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"/>	= <input type="text"/>	IMPROVED INITIATIVE			
BLUFF	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	<input type="text"/>	= <input type="text"/>	INITIATIVE CLASS + DEX MOD = TOTAL			
CLIMB	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	<input type="text"/>	= <input type="text"/>	MELEE ATTACK ATTACK BONUS + STR MOD = TOTAL			
DIPLOMACY	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	<input type="text"/>	= <input type="text"/>	RANGED ATTACK ATTACK BONUS + DEX MOD = TOTAL			
DISABLE DEVICE*	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	<input type="text"/>	= <input type="text"/>	WEAPON			
HEAL	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	<input type="text"/>	= <input type="text"/>	ATTACK BONUS DAMAGE CRITICAL THREAT DAMAGE TYPE RANGE INCREMENT AMMUNITION			
KNOWLEDGE ARCANA*	<input type="checkbox"/>	<input type="text"/>	<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"/>	= <input type="text"/>				
KNOWLEDGE GEOGRAPHY*	<input type="checkbox"/>	<input type="text"/>	<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"/>	= <input type="text"/>				
KNOWLEDGE LOCAL*	<input type="checkbox"/>	<input type="text"/>	<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"/>	= <input type="text"/>				
KNOWLEDGE RELIGION*	<input type="checkbox"/>	<input type="text"/>	<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"/>	= <input type="text"/>				
RIDE	<input type="checkbox"/>	<input type="text"/>	<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"/>	= <input type="text"/>				
SPELLCRAFT*	<input type="checkbox"/>	<input type="text"/>	<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"/>	= <input type="text"/>				
SWIM	<input type="checkbox"/>	<input type="text"/>	<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										
MELEE ATTACK										
RANGED ATTACK										
H ARMOR AND ARMOR CLASS										
AC	ARMOR	<input type="text"/>	SHIELD	<input type="text"/>	DEX MOD	<input type="text"/>	MAGIC	<input type="text"/>	+ 10 = <input type="text"/>	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

WIZARD'S SPELLBOOK

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

RESTRICTED SPELLS:



MONSTERS KILLED



MOST DAMAGE DEALT



NOTES



SPELL ON
ENEMIES



STANDARD
MAGIC