



D&D Character Sheet

Name				Race			Class		
Deity		Alignment		Homeland			Level/Exp		
Sex	Age	Height	Weight	Skin	Hair	Eyes	Handed	Size	Speed

ABILITY SCORES					SAVING THROWS								HIT POINTS				
	Score	Mod	Temp Score	Temp Mod		Total		Base Save		Abi Mod		Mgc Mod		Misc Mod		Temp Mod	Total
STR					FORT	(Con)	=		+		+		+		+		
DEX					REF	(Dex)	=		+		+		+		+		
CON					WILL	(Wis)	=		+		+		+		+		
INT					Saving Throw Modifiers												
WIS																	
CHR																	
COM																	
Current																	
Subdual																	

ARMOR CLASS		=	10	+		+		+		+		+		ARMOR & PROTECTION		TYPE	REPAIR DAM	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS	
	NORMAL					ARMOR BONUS		SHIELD BONUS		DEX MOD		SIZE MOD		MISC MOD										
						AC MODIFIERS																		
ARCANE SPELL FAIL	FLAT FOOTED																							
ARMOR CHECK PEN	VS TOUCH ATTACKS																							
PROFICIENT WITH															<input type="checkbox"/> LIGHT ARMOR <input type="checkbox"/> MEDIUM ARMOR <input type="checkbox"/> HEAVY ARMOR <input type="checkbox"/> SHIELDS									

INITIATIVE		=		+		ATTACK BONUS		BASE ATTACK BONUS		ATTACK BONUS MODIFIERS												
INITIATIVE MODIFIERS			DEX MOD		MISC MOD		TOTAL ATTACK BONUS		BAB		ABI MOD		SIZE MOD		MISC MOD		TEMP MOD					
						MELEE	(STR)	=		+		+		+		+						
						RANGED	(DEX)	=		+		+		+		+						
						UNARMED	(STR)	=		+		+		+		+						

WEAPONS		ATTACK BONUS	DAMAGE		CRITICAL RANGE	CRITICAL MOD	WEAPON RANGE	SIZE	TYPE	WGT LBS	REPAIR DAM	NOTES & RELATED FEATS	

WEAPON PROFICIENCIES		<input type="checkbox"/> ALL SIMPLE <input type="checkbox"/> ALL MARTIAL	COMBAT FEATS & BENEFITS / NOTES	

[illegible]