

ROLLED HD: \_\_\_\_\_

**HP**  
HIT POINTS

TOTAL \_\_\_\_\_ WOUNDS/CURRENT HP \_\_\_\_\_

TEMP \_\_\_\_\_

NONLETHAL \_\_\_\_\_

DR \_\_\_\_\_ RESISTANCES/IMMUNITIES \_\_\_\_\_ DEFENSIVE ABILITIES \_\_\_\_\_

SR \_\_\_\_\_

**FORTITUDE**  
(CONSTITUTION)

**REFLEX**  
(DEXTERITY)

**WILL**  
(WISDOM)

TOTAL \_\_\_\_\_ BASE SAVE \_\_\_\_\_ ABILITY MODIFIER \_\_\_\_\_ MAGIC MODIFIER \_\_\_\_\_ MISC MODIFIER \_\_\_\_\_ MODIFIERS \_\_\_\_\_

**BAB**  
BASE ATTACK BONUS

TWO-WEAPON PENALTY \_\_\_\_\_

CONDITIONAL ATTACK MODIFIERS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**WEAPON**

NOTES \_\_\_\_\_

TYPE \_\_\_\_\_ RANGE \_\_\_\_\_ ATTACK BONUS \_\_\_\_\_ CRITICAL \_\_\_\_\_ DAMAGE \_\_\_\_\_

WEIGHT: \_\_\_\_\_ VALUE: \_\_\_\_\_ LOCATION: \_\_\_\_\_

**WEAPON**

NOTES \_\_\_\_\_

TYPE \_\_\_\_\_ RANGE \_\_\_\_\_ ATTACK BONUS \_\_\_\_\_ CRITICAL \_\_\_\_\_ DAMAGE \_\_\_\_\_

WEIGHT: \_\_\_\_\_ VALUE: \_\_\_\_\_ LOCATION: \_\_\_\_\_

**WEAPON**

NOTES \_\_\_\_\_

TYPE \_\_\_\_\_ RANGE \_\_\_\_\_ ATTACK BONUS \_\_\_\_\_ CRITICAL \_\_\_\_\_ DAMAGE \_\_\_\_\_

WEIGHT: \_\_\_\_\_ VALUE: \_\_\_\_\_ LOCATION: \_\_\_\_\_

**WEAPON**

NOTES \_\_\_\_\_

TYPE \_\_\_\_\_ RANGE \_\_\_\_\_ ATTACK BONUS \_\_\_\_\_ CRITICAL \_\_\_\_\_ DAMAGE \_\_\_\_\_

WEIGHT: \_\_\_\_\_ VALUE: \_\_\_\_\_ LOCATION: \_\_\_\_\_

**WEAPON**

NOTES \_\_\_\_\_

TYPE \_\_\_\_\_ RANGE \_\_\_\_\_ ATTACK BONUS \_\_\_\_\_ CRITICAL \_\_\_\_\_ DAMAGE \_\_\_\_\_

WEIGHT: \_\_\_\_\_ VALUE: \_\_\_\_\_ LOCATION: \_\_\_\_\_

**CONDITION**

EFFECTS \_\_\_\_\_ DURATION \_\_\_\_\_

BASE ATTACK \_\_\_\_\_ STRENGTH \_\_\_\_\_ DEXTERITY \_\_\_\_\_ SIZE \_\_\_\_\_ DEFLECTION, DODGE, AND MISC. \_\_\_\_\_

**CMB** \_\_\_\_\_ **CMD** \_\_\_\_\_

MODIFIERS \_\_\_\_\_ MODIFIERS \_\_\_\_\_

**ARMOR**

WEIGHT: \_\_\_\_\_ VALUE: \_\_\_\_\_ SPELL FAILURE: \_\_\_\_\_

BONUS \_\_\_\_\_ MAX DEX \_\_\_\_\_ CHECK PENALTY \_\_\_\_\_ NOTES \_\_\_\_\_

**SHIELD**

WEIGHT: \_\_\_\_\_ VALUE: \_\_\_\_\_ SPELL FAILURE: \_\_\_\_\_

BONUS \_\_\_\_\_ MAX DEX \_\_\_\_\_ CHECK PENALTY \_\_\_\_\_ NOTES \_\_\_\_\_

**AC**  
ARMOR CLASS

10 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ MODIFIERS \_\_\_\_\_

ARMOR \_\_\_\_\_ SHIELD \_\_\_\_\_ DEX \_\_\_\_\_ DODGE \_\_\_\_\_ NATURAL \_\_\_\_\_ DEFLECTION \_\_\_\_\_ SIZE \_\_\_\_\_ MISC \_\_\_\_\_

**TOUCH**  
ARMOR CLASS \_\_\_\_\_

**FLAT-FOOTED**  
ARMOR CLASS \_\_\_\_\_

**TEMPORARY**  
ARMOR CLASS \_\_\_\_\_

**SPECIAL ABILITIES**

USED/TOTAL \_\_\_\_\_

**POOL:**

TOTAL \_\_\_\_\_

USED \_\_\_\_\_

**AMMUNITION**

QUIVER \_\_\_\_\_ WT. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**POTIONS**

POTION BELT(S): \_\_\_\_\_ MAX CAPACITY: \_\_\_\_\_

EFFECT \_\_\_\_\_ NO. \_\_\_\_\_

(CL) \_\_\_\_\_

(CL) \_\_\_\_\_

(CL) \_\_\_\_\_

(CL) \_\_\_\_\_

(CL) \_\_\_\_\_

(CL) \_\_\_\_\_

(CL) \_\_\_\_\_

(CL) \_\_\_\_\_

(CL) \_\_\_\_\_

**OTHER ITEMS**

NOT IN PACK \_\_\_\_\_ LOCATION \_\_\_\_\_ WT. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

TOTAL WEIGHT \_\_\_\_\_

WORN MAGIC ITEMS

RIGHT RING \_\_\_\_\_

LEFT RING \_\_\_\_\_

NECK (AMULETS, BROOCHES, MEDALLIONS, NECKLACES, PERIAPTS, ETC.) \_\_\_\_\_

SHOULDERS (CLOAKS AND CAPES) \_\_\_\_\_

BELT (BELTS AND GIRDLES) \_\_\_\_\_

HEAD (CIRCLETS, CROWNS, HATS, HELMS, AND MASKS) \_\_\_\_\_

HEADBAND (HEADBANDS AND PHYLACTERIES) \_\_\_\_\_

FEET (BOOTS, SHOES, AND SLIPPERS) \_\_\_\_\_

WRIST (BRACERS AND BRACELETS) \_\_\_\_\_

BODY (ROBES AND VESTMENTS) \_\_\_\_\_

HANDS (GAUNTLETS AND GLOVES) \_\_\_\_\_

EYES (EYES, GLASSES, AND GOGGLES) \_\_\_\_\_

CHEST (MANTLES, SHIRTS, AND VESTS) \_\_\_\_\_

OTHER \_\_\_\_\_

OTHER \_\_\_\_\_

WANDS, RODS, STAVES, SCROLLS

CL CHARGES \_\_\_\_\_

CL CHARGES \_\_\_\_\_

CL CHARGES \_\_\_\_\_

CL CHARGES \_\_\_\_\_

CHARACTER NAME: \_\_\_\_\_ CAMPAIGN: \_\_\_\_\_

**SPEED**

BASE SPEED \_\_\_\_\_ RUN \_\_\_\_\_ IN ARMOR \_\_\_\_\_ RUN \_\_\_\_\_

FT. SQ. FT. SQ.

FLY \_\_\_\_\_ MANEUVER \_\_\_\_\_ SWIM \_\_\_\_\_ CLIMB \_\_\_\_\_ BURROW \_\_\_\_\_

FT. SQ. FT. FT. FT.

SKILLS

SKILL	TOTAL BONUS	ABILITY MOD.	RANKS	Misc. Mod.
<input type="checkbox"/> ACROBATICS <sup>c</sup>	_____	=DEX	_____	_____
<input type="checkbox"/> APPRAISE	_____	=INT	_____	_____
<input type="checkbox"/> BLUFF	_____	=CHA	_____	_____
<input type="checkbox"/> CLIMB <sup>c</sup>	_____	=STR	_____	_____
<input type="checkbox"/> CRAFT	_____	=INT	_____	_____
<input type="checkbox"/> CRAFT	_____	=INT	_____	_____
<input type="checkbox"/> CRAFT	_____	=INT	_____	_____
<input type="checkbox"/> DIPLOMACY	_____	=CHA	_____	_____
<input type="checkbox"/> DISABLE DEVICE <sup>*c</sup>	_____	=DEX	_____	_____
<input type="checkbox"/> DISGUISE	_____	=CHA	_____	_____
<input type="checkbox"/> ESCAPE ARTIST <sup>c</sup>	_____	=DEX	_____	_____
<input type="checkbox"/> FLY <sup>c</sup>	_____	=DEX	_____	_____
<input type="checkbox"/> HANDLE ANIMAL <sup>*</sup>	_____	=CHA	_____	_____
<input type="checkbox"/> HEAL	_____	=WIS	_____	_____
<input type="checkbox"/> INTIMIDATE	_____	=CHA	_____	_____
<input type="checkbox"/> LINGUISTICS <sup>*</sup>	_____	=INT	_____	_____
<input type="checkbox"/> PERCEPTION	_____	=WIS	_____	_____
<input type="checkbox"/> PERFORM	_____	=CHA	_____	_____
<input type="checkbox"/> PERFORM	_____	=CHA	_____	_____
<input type="checkbox"/> PROFESSION <sup>*</sup>	_____	=WIS	_____	_____
<input type="checkbox"/> PROFESSION <sup>*</sup>	_____	=WIS	_____	_____
<input type="checkbox"/> RIDE <sup>c</sup>	_____	=DEX	_____	_____
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS	_____	_____
<input type="checkbox"/> SLEIGHT OF HAND <sup>*c</sup>	_____	=DEX	_____	_____
<input type="checkbox"/> SPELLCRAFT <sup>*</sup>	_____	=INT	_____	_____
<input type="checkbox"/> STEALTH <sup>c</sup>	_____	=DEX	_____	_____
<input type="checkbox"/> SURVIVAL <sup>c</sup>	_____	=WIS	_____	_____
<input type="checkbox"/> SWIM	_____	=STR	_____	_____
<input type="checkbox"/> USE MAGIC DEVICE <sup>*</sup>	_____	=CHA	_____	_____
<b>KNOWLEDGE<sup>*</sup></b>				
<input type="checkbox"/> ARCANA	_____	=INT	_____	_____
<input type="checkbox"/> DUNGEONEERING	_____	=INT	_____	_____
<input type="checkbox"/> ENGINEERING	_____	=INT	_____	_____
<input type="checkbox"/> GEOGRAPHY	_____	=INT	_____	_____
<input type="checkbox"/> HISTORY	_____	=INT	_____	_____
<input type="checkbox"/> LOCAL	_____	=INT	_____	_____
<input type="checkbox"/> NATURE	_____	=INT	_____	_____
<input type="checkbox"/> NOBILITY	_____	=INT	_____	_____
<input type="checkbox"/> PLANES	_____	=INT	_____	_____
<input type="checkbox"/> RELIGION	_____	=INT	_____	_____

☒ CLASS SKILL ☒ TRAINED ONLY <sup>c</sup> ARMOR CHECK PENALTY APPLIES

CONDITIONAL MODIFIERS:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



## CHARACTER PAGE

	STR STRENGTH	DEX DEXTERITY	CON CONSTITUTION	INT INTELLIGENCE	WIS WISDOM	CHA CHARISMA
TEMP. ABILITY SCORE						
MOD.						
TEMP. ABILITY SCORE						
MOD.						

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_

ALIGNMENT \_\_\_\_\_ RACE \_\_\_\_\_ CLASS/LEVEL \_\_\_\_\_

SIZE \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ BUILD \_\_\_\_\_ BIRTHDAY \_\_\_\_\_

EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_

DISTINGUISHING CHARACTERISTICS \_\_\_\_\_

SCARS/TATTOOS \_\_\_\_\_

HOMELAND \_\_\_\_\_ RELIGION/PATRON DEITY \_\_\_\_\_

FAMILY/CLAN \_\_\_\_\_ PARENTS \_\_\_\_\_ SIBLINGS \_\_\_\_\_

RELATIONSHIPS \_\_\_\_\_ ALLEGIANCE \_\_\_\_\_

PREVIOUS OCCUPATION \_\_\_\_\_ REASON FOR ADVENTURING \_\_\_\_\_

PERSONALITY \_\_\_\_\_

BEST TRAIT \_\_\_\_\_ GREATEST FLAW \_\_\_\_\_

AMBITION/GOALS \_\_\_\_\_

WHAT IS BEST IN LIFE? \_\_\_\_\_

## TRAITS

## FEATS

## SPECIAL ABILITIES

WEAPON PROFICIENCIES: \_\_\_\_\_

ARMOR PROFICIENCIES: ☐ LIGHT ☐ MEDIUM ☐ HEAVY ☐ BUCKLERS ☐ SHIELDS ☐ TOWER SHIELDS

VISION/SENSE: \_\_\_\_\_

## LANGUAGES

LANGUAGE	NATIVE	BROKEN	CONVERS.	FLUENT	MASTERY	READ/WRITE
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

FAVORED CLASS: \_\_\_\_\_ BONUS/LEVEL: \_\_\_\_\_

## EXPERIENCE POINTS

## NEXT LEVEL



## NOTES

[illegible][illegible]

<u><b>FOOD</b></u>	
SIZE MED: 1 LB./DAY	SIZE SMALL: 1/2 LB./DAY
_____	
_____	
_____	
TOTAL LBS. OF FOOD <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
STARVATION DAMAGE: _____	
<u><b>DRINK</b></u>	
SIZE MED: 1 GAL. (8 LB.)/DAY	SIZE SMALL: 1/2 GAL. (4 LB.)/DAY
(X2 IN HOT CLIMATE, X3 IN VERY HOT CLIMATE)	
_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DEHYDRATION DAMAGE: _____	

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD 1x per day	LIFT OFF GROUND 2x per day	PUSH OR DRAG 5x per day



## SPELLCASTING PAGE

CHARACTER NAME: \_\_\_\_\_

SPELL LEVEL	SPELLS KNOWN	SPELLS PER DAY	BONUS SPELLS	SPELL SAVE DC	DEFENSIVE CASTING DC	SPELL SAVE DC MODIFIERS
0 <sup>th</sup>					15	
1 <sup>st</sup>					17	
2 <sup>nd</sup>					19	
3 <sup>rd</sup>					21	
4 <sup>th</sup>					23	
5 <sup>th</sup>					25	
6 <sup>th</sup>					27	
7 <sup>th</sup>					29	
8 <sup>th</sup>					31	
9 <sup>th</sup>					33	

### CONCENTRATION

<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
TOTAL		CASTER LEVEL		ABILITY MODIFIER		MISC MODIFIER

CONDITIONAL MODIFIERS

DOMAIN/SCHOOL/BLOODLINE: \_\_\_\_\_

POWERS: \_\_\_\_\_

### NOTES

### SPELLS KNOWN/IN SPELLBOOK

0: \_\_\_\_\_

1: \_\_\_\_\_

2: \_\_\_\_\_

3: \_\_\_\_\_

4: \_\_\_\_\_

5: \_\_\_\_\_

6: \_\_\_\_\_

7: \_\_\_\_\_

8: \_\_\_\_\_

9: \_\_\_\_\_

### SPELLS PREPARED

0: \_\_\_\_\_

1: \_\_\_\_\_

2: \_\_\_\_\_

3: \_\_\_\_\_

4: \_\_\_\_\_

5: \_\_\_\_\_

6: \_\_\_\_\_

7: \_\_\_\_\_

8: \_\_\_\_\_

9: \_\_\_\_\_

SPELLBOOK PAGES USED: \_\_\_\_\_ / \_\_\_\_\_

## ANIMAL PAGE

CHARACTER NAME:

## CONDITION

CONDITION	EFFECTS	DURATION

ROLLED HD:

HP HIT POINTS	TOTAL	WOUNDS/CURRENT HP
TEMP		
NONLETHAL		

DR	RESISTANCES/IMMUNITIES	DEFENSIVE ABILITIES
SR		

$$\text{BAB} \quad \text{INITIATIVE} = \text{DEX} + \text{MISC.}$$

BASE ATTACK BONUS      MODIFIER

ATTACK	BONUS	DAMAGE	CRITICAL
ATTACK	BONUS	DAMAGE	CRITICAL
ATTACK	BONUS	DAMAGE	CRITICAL
ATTACK	BONUS	DAMAGE	CRITICAL

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
<b>REFLEX</b> (DEXTERITY)	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
<b>WILL</b> (WISDOM)	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	

	STR STRENGTH	DEX DEXTERITY	CON CONSTITUTION	INT INTELLIGENCE	WIS WISDOM	CHA CHARISMA
TEMP ABILITY MOD SCORE						
TEMP ABILITY MOD SCORE						
TEMP ABILITY MOD SCORE						
TEMP ABILITY MOD SCORE						

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NAME \_\_\_\_\_ CREATURE TYPE \_\_\_\_\_

**SENSES:**

**DESCRIPTION:**

$$\text{AC} = 10 + \text{ARMOR} + \text{DEX} + \text{DODGE} + \text{NATURAL} + \text{DEFLECTION} + \text{SIZE} + \text{MISC}$$

## TOUCH ARMOR CLASS      FLAT-FOOTED ARMOR CLASS      TEMPORARY ARMOR CLASS

ARMOR	WEIGHT:	VALUE:		
	BONUS	MAX DEX	CHECK	NOTES

The diagram illustrates the relationship between CMB and CMD. CMB is a modifier for BASE ATTACK, STRENGTH, SIZE, DEXTERITY, and DEFLECTION, DODGE, AND MISCS. CMD is also a modifier for these same attributes. A +10 modifier is shown between CMB and CMD.

## EQUIPMENT

[illegible]

<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div>ENCUMBRANCE</div> <table><tr><th>LOAD</th><th>MAX DEX</th><th>ARMOR CHECK</th><th>RUN</th></tr><tr><td>MED.</td><td>+3</td><td>-3</td><td>x4</td></tr><tr><td>HEAVY</td><td>+1</td><td>-6</td><td>x3</td></tr><tr><td>LIFTING</td><td>+0</td><td>-6</td><td>-</td></tr></table>	LOAD	MAX DEX	ARMOR CHECK	RUN	MED.	+3	-3	x4	HEAVY	+1	-6	x3	LIFTING	+0	-6	-
LOAD	MAX DEX	ARMOR CHECK	RUN																		
MED.	+3	-3	x4																		
HEAVY	+1	-6	x3																		
LIFTING	+0	-6	-																		
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OFF GROUND 24 MAX WGT	PUSH OR DRAG 54 MAX WGT																	

**SPEED**

BASE SPEED		RUN		ENCUMBERED		RUN	
FT.	SQ.			FT.	SQ.		
FLY		MANEUVER		SWIM		CLIMB	
FT.	SQ.			FT.		FT.	
						BURROW	
						FT.	

## SKILLS

[illegible]

## FEATS

## SPECIAL ABILITIES

## TRICKS