

CHARACTER SHEET 3.5e

Player

Campaign

XP

CHARACTER

Name

Race

Size



Size Modifier



ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR			STR		STR
CON			CON		CON
DEX			DEX		DEX
INT			INT		INT
WIS			WIS		WIS
CHA			CHA		CHA

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

FEATS

SPECIAL ABILITIES

CLASSES

1  
2  
3  
4  
5

Skill Ranks

Hit Die

Level

Level Adjustment

Effective Character Level

SKILLS

Max Ranks

/ = ECL + 3  
Untrained

Skill Bonus

Class Skills

Ranks

Racial, Feats, Synergy

Misc

Other skills:  
Knowledge - INT  
Craft - INT  
Perform - CHA  
Profession - WIS