

CHARACTER SHEET 3.5e

Player

Campaign

XP

CHARACTER

Name

Race

Size

MALE ☐ FEMALE ☐



Size Modifier

CLASSES

Skill Ranks

Hit Die

Level

Level Adjustment

1

2

3

4

5

d

d

d

d

d

Effective Character Level

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)

INVENTORY

Value

Weight

SKILLS

Max Ranks

/ = ECL + 3

Skill Bonus

Class Skills

Ranks

Racial, Feats, Synergy

Misc

Favoured Enemy Bonus

Armour Check Penalty

Appraise

Balance

Bluff

Climb

Concentration

Decipher Script

Diplomacy

Disable Device

Disguise

Escape Artist

Forgery

Gather Information

Handle Animal

Heal

Hide

Intimidate

Jump

Listen

Move Silently

Open Lock

Ride

Search

Sense Motive

Sleight of Hand

Spellcraft

Spot

Survival

Swim

Tumble

Use Magic Device

Use Rope

Knowledge:

INT

DEX

CHA

STR

CON

INT

CHA

INT

CHA

DEX

INT

CHA

WIS

DEX

CHA

STR

WIS

DEX

DEX

DEX

INT

WIS

DEX

INT

WIS

WIS

SURVIVAL

STR

DEX

CHA

DEX

INT

- Size mod x4
+ Size diff x4

- 1 per 5lb carried
x 2

Knowledge - INT
Craft - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA

MONEY

LANGUAGES

cp

sp

gp

pp