

CHARACTER SHEET

ICON LEGEND

WRITE ON SHEET

1d4

6

1d6

8

1d8

1d10

1d12

1d20

CRITICAL THREAT

SPELL ON FRIENDS

SPELL ON ENEMIES

STANDARD MAGIC

A CHARACTER NAME

ALIGNMENT _____ GENDER _____

RACE _____ CLASS _____ XP LEVEL _____

RACE

CLASS

XP LEVEL

B ABILITY SCORES

STRENGTH STR MODIFIER

DEXTERITY DEX MODIFIER

CONSTITUTION CON MODIFIER

INTELLIGENCE INT MODIFIER

WISDOM WIS MODIFIER

CHARISMA CHA MODIFIER

F CLASS FEATURES

HIT POINTS

FORTITUDE SAVE CLASS + CON MOD + MISC = TOTAL

REFLEX SAVE CLASS + DEX MOD + MISC = TOTAL

WILL SAVE CLASS + WIS MOD + MISC = TOTAL

ATTACK BONUS _____ SKILL RANKS _____

C RACIAL TRAITS

SPEED _____

D SKILLS

SKILL	CLASS SKILL?	RANKS	ABILITY MOD	MISC. MOD	TOTAL
ACROBATICS	<input type="checkbox"/>	<input type="text"/>	DEX MOD	<input type="text"/>	<input type="text"/>
BLUFF	<input type="checkbox"/>	<input type="text"/>	CHA MOD	<input type="text"/>	<input type="text"/>
CLIMB	<input type="checkbox"/>	<input type="text"/>	STR MOD	<input type="text"/>	<input type="text"/>
DIPLOMACY	<input type="checkbox"/>	<input type="text"/>	CHA MOD	<input type="text"/>	<input type="text"/>
DISABLE DEVICE*	<input type="checkbox"/>	<input type="text"/>	DEX MOD	<input type="text"/>	<input type="text"/>
HEAL	<input type="checkbox"/>	<input type="text"/>	WIS MOD	<input type="text"/>	<input type="text"/>
KNOWLEDGE ARCANA*	<input type="checkbox"/>	<input type="text"/>	INT MOD	<input type="text"/>	<input type="text"/>
KNOWLEDGE DUNGEONEERING*	<input type="checkbox"/>	<input type="text"/>	INT MOD	<input type="text"/>	<input type="text"/>
KNOWLEDGE GEOGRAPHY*	<input type="checkbox"/>	<input type="text"/>	INT MOD	<input type="text"/>	<input type="text"/>
KNOWLEDGE HISTORY*	<input type="checkbox"/>	<input type="text"/>	INT MOD	<input type="text"/>	<input type="text"/>
KNOWLEDGE LOCAL*	<input type="checkbox"/>	<input type="text"/>	INT MOD	<input type="text"/>	<input type="text"/>
KNOWLEDGE NATURE*	<input type="checkbox"/>	<input type="text"/>	INT MOD	<input type="text"/>	<input type="text"/>
KNOWLEDGE RELIGION*	<input type="checkbox"/>	<input type="text"/>	INT MOD	<input type="text"/>	<input type="text"/>
PERCEPTION	<input type="checkbox"/>	<input type="text"/>	WIS MOD	<input type="text"/>	<input type="text"/>
RIDE	<input type="checkbox"/>	<input type="text"/>	DEX MOD	<input type="text"/>	<input type="text"/>
SENSE MOTIVE	<input type="checkbox"/>	<input type="text"/>	WIS MOD	<input type="text"/>	<input type="text"/>
SPELLCRAFT*	<input type="checkbox"/>	<input type="text"/>	INT MOD	<input type="text"/>	<input type="text"/>
STEALTH	<input type="checkbox"/>	<input type="text"/>	DEX MOD	<input type="text"/>	<input type="text"/>
SWIM	<input type="checkbox"/>	<input type="text"/>	STR MOD	<input type="text"/>	<input type="text"/>

* TRAINED ONLY

G WEAPONS AND ATTACKS

INITIATIVE IMPROVED INITIATIVE + DEX MOD = TOTAL

MELEE ATTACK ATTACK BONUS + STR MOD = TOTAL

RANGED ATTACK ATTACK BONUS + DEX MOD = TOTAL

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION

H ARMOR AND ARMOR CLASS

AC ARMOR + SHIELD + DEX MOD + MAGIC + 10 = TOTAL

I FEATS

J EQUIPMENT

EQUIPMENT IS ON THE BACK OF YOUR CHARACTER SHEET

E ARMOR AND WEAPON PROFICIENCIES

SHIELDS MEDIUM ARMOR SIMPLE WEAPONS

LIGHT ARMOR HEAVY ARMOR MARTIAL WEAPONS

K SPELLS

SPELLS ARE ON THE BACK OF YOUR CHARACTER SHEET

J EQUIPMENT	GP	SP	CP

L CHARACTER PORTRAIT

K PREPARED SPELLS	1 ST	2 ND	3 RD
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC

M CHARACTER HISTORY

N MONSTERS KILLED



WIZARD'S SPELLBOOK

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

RESTRICTED SPELLS:

O MOST DAMAGE DEALT

P NOTES



SPELL ON FRIENDS



SPELL ON ENEMIES



STANDARD MAGIC