

Character Sketch (Front)

Character Sketch (Side)



Character Sheet

CHARACTER _____

PLAYER _____

CLASS _____

LEVEL _____

RACE _____

ALLEGIANCE _____

ABILITY SCORES

	Score	Modifier
STRENGTH		
DEXTERITY		
CONSTITUTION		
INTELLIGENCE		
WISDOM		
CHARISMA		

SAVES

	Base	Ability	Misc.	TOTAL
FORT				
REF				
WILL				

BASE COMBAT SKILL

BASE MAGICAL COMBAT SKILL

INITIATIVE BONUS:

INITIATIVE IN CURRENT
COMBAT:

SKILLS

Skill	Use Untrained?	Cross- Class?	Key Ability	Ability Mod	Ranks	Misc. Mods	TOTAL
Acrobatics*	Y	Y / N	Dex				
Appraise	Y	Y / N	Int				
Athletics*	Y	Y / N	Str				
Bluff	Y	Y / N	Cha				
Climb*	Y	Y / N	Str				
Concentration	Y	Y / N	Con				
Craft ()	Y	Y / N	Int				
Craft ()	Y	Y / N	Int				
Diplomacy	Y	Y / N	Cha				
Disable Device	N	Y / N	Int				
Disguise	Y	Y / N	Cha				
Escape Artist*	Y	Y / N	Dex				
Forgery	Y	Y / N	Int				
Gather Information	Y	Y / N	Cha				
Handle Animal	N	Y / N	Cha				
Heal	Y	Y / N	Wis				
Intimidate	Y	Y / N	Cha				
Knowledge ()	N	Y / N	Int				
Knowledge ()	N	Y / N	Int				
Knowledge ()	N	Y / N	Int				
Knowledge ()	N	Y / N	Int				
Occult	N	Y / N	Int				
Perception	Y	Y / N	Wis				
Perform ()	Y	Y / N	Cha				
Perform ()	Y	Y / N	Cha				
Profession ()	N	Y / N	Wis				
Profession ()	N	Y / N	Wis				
Ride	Y	Y / N	Dex				
Sense Motive	Y	Y / N	Wis				
Sleight of Hand*	N	Y / N	Dex				
Speak Language	Langs. Known =						
Stealth*	Y	Y / N	Dex				
Survival	Y	Y / N	Wis				
Use Magical Item	N	Y /	Cha				

* Armour Check Penalties apply to these skill checks when using shields and armour heavier than leather.

ENDURANCE

WILLPOWER

ARMOUR



= 10 +

Dex
Mod

+ +

Armour

Shield

Misc.

Misc.

CLASS

Armour Type =

Armour Check
Penalty

Spell
Failure %

CLASS FEATURES

Ability

Effect

EQUIPMENT

Type

Weight

CURRENT LOAD = L / M / H

TOTAL
WEIGHT =

Remember that a Backpack may only hold 8 Backpack items. 1 Meal takes up 1/2 a Backpack space.

WEAPONS

Atk Bonus

Damage

Critical

Range

Dmg Type

Notes

Notes

Notes

EXPERIENCE

MONEY &
TREASURE