Character Sheet

Character Name: _____ Class: _____ Level: _____

Age: _____ Sex: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____ Race: _____

Morality: _____ Morality Points: [ ] Motivation 1: _____ Motivation 2: _____

	Ability Score	Ability Mod
STR		
DEX		
CON		
INT		
WIS		
CHA		

Confidence ○○○○○

Hit Points — Maximum [ ] Current [ ] Injured Threshold

Don't forget about DR when taking physical damage!

Hit Rating [HR] **Initiative** [ ]

Initiative Rating +WISMod+DEXMod

Move Speed [ ]

Special Abilities & Traits: _____
_____

Dominant Hand: _____

Vision & Senses: _____ Languages: _____

Armor Class [AC] Temporary AC Bonus/Penalty [ ]

FLAT-FOOTED AC	
AC vs CRITICAL	
TOUCH AC	

Conditions / Effects: _____

SAVING THROWS

	Total Save		Save Rating		Ability Mod		Other Bonus
FORT		=		+	CON	+	
REF		=		+	DEX	+	
WILL		=		+	WIS	+	

SPELLS (SL)

Spell DC [ ]

Prepared Spells & Notes

Touch Attacks: Ranged [ ] Melee [ ]

- [ ] SL ___ (/DAY): _____
  _____
- [ ] SL ___ (/DAY): _____
  _____
- [ ] SL ___ (/DAY): _____
  _____
- [ ] SL ___ (/DAY): _____
  _____
- [ ] SL ___ (/DAY): _____
  _____
- [ ] SL ___ (/DAY): _____
  _____
- [ ] SL ___ (/DAY): _____
  _____
- [ ] SL ___ (/DAY): _____
  _____
- [ ] SL ___ (/DAY): _____
  _____
- [ ] SL ___ (/DAY): _____

WEAPON: _____	Attack Bonus	Critical	Damage
Hand: **R** / **L**			
Attack Action:			
Other Info:			

ARMOR & DEFENSES

Armor:

Armor Rating: **ARvC:**

Armor Type: Simple / Light / Med / Heavy

Mobility Penalty [ ]   Max DEX [ ]

Attack Penalty: _____

Damage Resistance: _____

Time to Don: _____ Weight: ___

Armor Details: *Tattered (-1AC)* [ ]

OTHER DEFENSES	+ to AC
DEX Mod	
Shield Rating (SR)	
Natural Armor	

Active Parry Roll: 1d20 +____

Resistances:

Temporary Defenses:

AC = 10 +AR+DEXMod+SR+above modifiers
ACvsCrit = 10 +ARvC+DEXMod+SR+above mods
Touch AC = AC without Armor, Shield, Natural, Helm
FFAC = AC without DEX, Dodge, Shield

Active Magical Effects:
_____
_____
_____

Other Important Info:

FEATS(F) & CLASS ABILITIES(CA)

_____
_____
_____
_____

STORY NOTES & OTHER STUFF

_____
_____
_____
_____

LFG CASTER

Total Bonus	SKILLS:		Ability Mod	Bonus or Penalty	Bonus or Penalty	RANKS
	Acrobatics	DEX			*	
	Bluff	CHA				
	Climb	STR			*	
	Craft(Academia)	INT				
	Craft(Alchemy)	INT				
	Craft(Blacksmith)	INT				
	Craft(Bow/Fletch)	INT				
	Craft(Fine Arts)	IN/DX			*	
	Craft(Jeweler)	IN/DX			*	
	Craft(Magic Item)	INT				
	Craft(Mechanisms)	IN/DX			*	
	Craft(Stonework)	INT				
	Craft(Tailor)	INT				
	Craft(Woodwork)	INT				
	Diplomacy	CHA				
	Handle Animal	WIS				
	Heal	INT				
	Hide	IN/WI				
	Intimidate	CH/ST				
	Jump & Sprint	STR			*	
	Knowledge(Arcana)	INT				
	Knowledge(Civilization)	INT				
	Knowledge(Dungeon)	INT				
	Knowledge(Nature)	INT				
	Knowledge(Planes)	INT				
	Knowledge(Religion)	INT				
	Linguistics	INT				
	Listen	WIS				
	Move Silently	DEX			*	
	Perform(Comedy/Story)	CHA				
	Perform(Dance/Motion)	DEX			*	
	Perform(Music-Aerobic)	CHA				
	Perform(Music-Manual)	CHA				
	Perform(Song/Poetry)	CHA				
	Perseverance	CO/WI			*	
	Ride	DEX			*	
	Seafaring	INT				
	Sense Motive	WIS				
	Sleight of Hand	DEX			*	
	Spot	WIS				
	Survival	WIS				
	Swim	STR			*	
	Tactics	INT				
	Under Cover	CHA				
	Wrestling	STR			*	

TOTAL SKILL RANKS =

*indicates Physical Skills affected by your Mobility Penalty

NOTES:

BACKPACK
Weight:

Type: Penalty:

Gear Weight

BACKPACK: TIE-ON
Gear Weight

Top:

Bottom:

Left:

Right:

Back:

WATERSKIN
Weight

Days of Water:

LEFT SIDE SHEATH/QUIVER
Weight

RIGHT SIDE SHEATH/QUIVER
Weight

LEFT BOOT SHEATH
Weight

RIGHT BOOT SHEATH
Weight

BACK SHEATH
or Bandolier   Weight

BACK SHEATH
or Bandolier   Weight

BELT POUCH
Weight

BELT POUCH
Weight

BELT POUCH
Weight

Equip Slot	EQUIPPED GEAR	Gear Weight
HEAD		
FACE/EYES		
NECK		
TORSO-UNDER		
TORSO-OVER		
WAIST		
SHOULDERS		
ARM/WRIST		
HANDS		
RING 1		
RING 2		
LEGS		
FEET		
ACCESSORY		

TOTAL GEAR WEIGHT
With Backpack:

Without Backpack:

CARRYING CAPACITY
& Encumbrance

	Mobility Penalty
Light:	
Moderate:	-3
Heavy:	-6

TOTAL MOBILITY PENALTY (*)
With Backpack:

Without Backpack:

GOLD/MONEY

LEVEL:

CLASS:

CHARACTER NAME: