Character Sheet

Character Name: _____ **Class:** _____ **Level:** _____

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

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

Abilities & Core Stats

	Ability Score	Ability Mod
STR		
DEX		
CON		
INT		
WIS		
CHA		

Hit Points — Maximum [HP] Current [ ] **Injured Threshold** [ ]

Don't forget about DR when taking physical damage!

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

Initiative Rating +WISMod+DEXMod

Move Speed [ ]

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	+	

Special Abilities & Traits: _____

_____ **Dominant Hand:** _____

Confidence ○○○○○

Vision & Senses: _____ **Languages:** _____

Weapons & Attacks

(Attack Bonus = HR+STRmod (or DEXmod if Finesse/Ranged) - AttackPenalty + Other Bonuses)

WEAPON: _____ Hand: **R / L**

Big Action Attack:

Attack: _____

	Attack Bonus	Critical	Damage

Other Info:

WEAPON or SHIELD: _____ Hand: **R / L**

Big Action Attack:

Attack: _____

	Attack Bonus	Critical	Damage	
				Shield HP
				Hardness
				SR

Other Info:

Spells

Spell DC [ ]

Touch Attacks: Ranged [ ] **Melee** [ ]

Prepared Spells & Notes

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

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

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

_____
_____
_____
_____
_____
_____

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

LEVEL:

CLASS:

CHARACTER NAME:

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