character name | type(s) | player

class(es) | race | alignment | deity/belief | level | caster level

DUNGEONS & DRAGONS

size | age | gender | height | weight | eyes | hair | skin

ABILITY

ABILITY NAME	ABILITY SCORE	MODIFIER	TEMPORARY SCORE	MODIFIER	RAGE SCORE	MODIFIER
STR strength						
DEX dexterity						
CON constitution						
INT intelligence						
WIS wisdom						
CHA charisma						

HP hit points — TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | FAST HEALING | REGENERATION | HIT DIE TYPE

SPEED | FLY | LAND | BURROW | SWIM

AC armor class — TOTAL = FLAT-FOOTED | TOUCH = ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + MISC MODIFIER | MISS CHANCE | HARDNESS | DAMAGE REDUCTION | COLD RESISTANCE | FIRE RESISTANCE | ACID RESISTANCE | SONIC RESISTANCE | ELECTRICITY RESISTANCE | SPELL RESISTANCE | POWER RESISTANCE | ARCANE FAILURE | ARMOR CHECK

INITIATIVE modifier — TOTAL = DEX MOD + MISC MOD

POWER points — TOTAL = BASE + BONUS POINTS | CURRENT PP

experience points

BASE attack bonus

FREE talents — TOTAL = BASE + BONUS TALENTS | CURRENT FREE TALENTS

campaign

NOTES

SNEAK ATTACK bonus

| MELEE attack bonus | TOTAL = BASE ATTACK BONUS + STR MODIFIER + SIZE MODIFIER + MISC MODIFIER + TEMP. MODIFIER |
| RANGED attack bonus | = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC MODIFIER |

REFLEX (dexterity) — TOTAL = BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC MODIFIER + TEMP. MODIFIER

FORTITUDE (constitution)

WILLPOWER (wisdom)

WEAPONS

WEAPONS	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WEIGHT	SPECIAL PROPERTIES

SKILLS

MAX RANKS | SKILL MODIFIERS

CROSS CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
☐	Balance ●	DEX*		=		+	+
☐	Climb ●	STR*		=		+	+
☐	Escape Artist ●	DEX*		=		+	+
☐	Gather Information ●	CHA		=		+	+
☐	Hide ●	DEX*		=		+	+
☐	Intuit Direction	WIS		=		+	+
☐	Jump ●	STR*		=		+	+
☐	Listen ●	WIS		=		+	+
☐	Move Silently ●	DEX*		=		+	+
☐	Search	INT		=		+	+
☐	Sense Motive	WIS		=		+	+
☐	Spot ●	WIS		=		+	+
☐	Swim ●	STR**		=		+	+
☐	Wilderness Lore ●	WIS		=		+	+
☐	_____	___		=		+	+
☐	_____	___		=		+	+

*Armor check penalty
**-1 per 5lbs of gear
●Untrained

ARMOR

ARMOR	TYPE	ARMOR BONUS	CHECK PENALTY	MAX DEX	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

AMMUNITION

AMMUNITION	AMOUNT	SHOT

GEAR

ITEM	WT.	ITEM	WT.

SPECIAL ABILITIES/FEATS

LIGHT LOAD	LIFT OVER HEAD EQUALS MAX LOAD
MEDIUM LOAD	LIFT OFF GROUND 2 X MAX LOAD
HEAVY LOAD	PUSH OR DRAG 5 X MAX LOAD