THE ULTIMATE CHARACTER SHEET

CHARACTER _____ PLAYER _____
CLASS & LEVEL _____ RACE _____
DEITY/RELIGION _____ ALIGNMENT _____
ORIGIN _____
SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

ABILITY	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS — TOTAL

CURRENT HIT POINT TOTAL

DIE TYPE(S)

DAMAGE REDUCTION

SPELL RESISTANCE

NONLETHAL DAMAGE

	TOTAL		ARMOR	SHIELD	DEX	SIZE	NATURAL	DEFLECTION	MISC	MISC
AC ARMOR CLASS		= 10 +								
FLAT-FOOTED ARMOR CLASS		= 10 +								
TOUCH ARMOR CLASS		= 10 +								

MODIFIERS

MAX DEX BONUS	
CHECK PENALTY	
ARCANE FAILURE	

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX	CHECK PENALTY	ARCANE FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SAVING THROWS	TOTAL	CLASS BASE A	B	C	D	MODIFIERS ABILITY	MAGIC	MISC	MISC
FORTITUDE CONSTITUTION									
REFLEX DEXTERITY									
WILL WISDOM									

INITIATIVE DEXTERITY

TOTAL	DEX	MISC

ATTACK BONUSES	TOTAL	MULTIPLE ATTACKS 2ND	3RD	4TH	CLASS BASE A	B	C	D	MODIFIERS ABILITY	SIZE	MISC	MISC	MISC
MELEE STRENGTH													
RANGED DEXTERITY													
GRAPPLE STRENGTH													

FEATS & SPECIAL ABILITIES

SKILLS

CLASS	SKILL	KEY ABILITY	TOTAL	RANKS	MODIFIERS ABILITY	MISC	MISC
❑	APPRAISE ■	INT					
❑	BALANCE ■	DEX*					
❑	BLUFF ■	CHA					
❑	CLIMB ■	STR*					
❑	CONCENTRATION ■	CON					
❑	CRAFT ■ (_____)	INT					
❑	DECIPHER SCRIPT	INT					
❑	DIPLOMACY ■	CHA					
❑	DISABLE DEVICE	INT					
❑	DISGUISE ■	CHA					
❑	ESCAPE ARTIST ■	DEX*					
❑	FORGERY ■	INT					
❑	GATHER INFORMATION ■	CHA					
❑	HANDLE ANIMAL	CHA					
❑	HEAL ■	WIS					
❑	HIDE ■	DEX*					
❑	INTIMIDATE ■	CHA					
❑	JUMP ■	STR*					
❑	KNOWLEDGE (_____)	INT					
❑	KNOWLEDGE (_____)	INT					
❑	KNOWLEDGE (_____)	INT					
❑	KNOWLEDGE (_____)	INT					
❑	LISTEN ■	WIS					
❑	MOVE SILENTLY ■	DEX*					
❑	OPEN LOCK	DEX					
❑	PERFORM (_____)	CHA					
❑	PERFORM (_____)	CHA					
❑	PERFORM (_____)	CHA					
❑	PROFESSION	WIS					
❑	RIDE ■	DEX					
❑	SEARCH ■	INT					
❑	SENSE MOTIVE ■	WIS					
❑	SLEIGHT OF HAND	DEX*					
❑	SPELLCRAFT	INT					
❑	SPOT ■	WIS					
❑	SURVIVAL ■	WIS					
❑	SWIM ■	STR*					
❑	TUMBLE	DEX*					
❑	USE MAGIC DEVICE	CHA					
❑	USE ROPE ■	DEX					
❑							
❑							
❑							
❑							
❑							
❑							
❑							
❑							

■ DENOTES SKILL CAN BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES

WEAPONS: ❑ SIMPLE ❑ MARTIAL ARMOR: ❑ LIGHT ❑ MEDIUM ❑ HEAVY ❑ SHIELDS

RACIAL ABILITIES

WEAPON	ENHANCE	MISC	ATTACK BONUSES TOTAL	2ND	3RD	4TH	5TH	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	NOTES

AMMUNITION _____ AMMUNITION _____ AMMUNITION _____

EQUIPMENT

ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT
CURRENT LOAD						TOTAL WEIGHT CARRIED		

MOVEMENT

WALK	HUSTLE	RUN
= BASE SPEED	= 2 × BASE SPEED	= 4 × BASE SPEED

LIFTING

LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
= MAX LOAD	= 2 × MAX LOAD	= 5 × MAX LOAD

ENCUMBRANCE

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	–3	×4
HEAVY		+1	–6	×3

MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

EXPERIENCE POINTS

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

LANGUAGES

NOTES

TURN UNDEAD

	TOTAL		MODIFIERS CHA	LEVEL	MISC
TIMES/DAY		= 3 +			
CHECK		=			
DAMAGE		+ 2d6 =			

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		