

# CHARACTER SHEET

ICON  
LEGEND



WRITE  
ON SHEET



1d4

6

1d6



1d8



1d10



1d12



1d20



CRITICAL  
THREAT



SPELL ON  
FRIENDS



SPELL ON  
ENEMIES



STANDARD  
MAGIC

## A CHARACTER NAME

Grover Wrench

ALIGNMENT NG  
GENDER Female



RACE Dwarf

CLASS Wizard

XP  
LEVEL 2

## B ABILITY SCORES

STRENGTH	12	+1	STR MODIFIER
DEXTERITY	11	0	DEX MODIFIER
CONSTITUTION	14	+2	CON MODIFIER
INTELLIGENCE	13	+1	INT MODIFIER
WISDOM	14	+2	WIS MODIFIER
CHARISMA	10	0	CHA MODIFIER

## ABILITY MODIFIERS

## C RACIAL TRAITS

SPEED	Speed 20 ft (4 sq)	Darkvision 60 ft
	Hatred: +1 vs. Gobs + orcs	Hardy: +2 vs. Poisons + spells
		Weapon Familiarity

## D SKILLS

	CLASS SKILL?	RANKS	ABILITY MOD	MISC. MOD	TOTAL
ACROBATICS	<input type="checkbox"/>		DEX MOD		
BLUFF	<input type="checkbox"/>		CHA MOD		
CLIMB	<input type="checkbox"/>		STR MOD		
DIPLOMACY	<input type="checkbox"/>		CHA MOD		
DISABLE DEVICE*	<input type="checkbox"/>		DEX MOD		
HEAL	<input type="checkbox"/>		WIS MOD		
KNOWLEDGE ARCANA*	<input checked="" type="checkbox"/>	1	INT MOD	3	
KNOWLEDGE DUNGEONEERING*	<input checked="" type="checkbox"/>	1	INT MOD	3	
KNOWLEDGE GEOGRAPHY*	<input checked="" type="checkbox"/>	1	INT MOD	3	
KNOWLEDGE HISTORY*	<input checked="" type="checkbox"/>	1	INT MOD	3	
KNOWLEDGE LOCAL*	<input checked="" type="checkbox"/>	1	INT MOD	3	
KNOWLEDGE NATURE*	<input checked="" type="checkbox"/>	1	INT MOD	3	
KNOWLEDGE RELIGION*	<input checked="" type="checkbox"/>		INT MOD		
PERCEPTION	<input type="checkbox"/>		WIS MOD		
RIDE	<input type="checkbox"/>		DEX MOD		
SENSE MOTIVE	<input type="checkbox"/>		WIS MOD		
SPELLCRAFT*	<input checked="" type="checkbox"/>	1	INT MOD	3	
STEALTH	<input type="checkbox"/>		DEX MOD		
SWIM	<input type="checkbox"/>		STR MOD		

\* TRAINED ONLY

## F CLASS FEATURES

HIT POINTS 6

FORTITUDE SAVE	CLASS +0	CON MOD +	MISC =	TOTAL
REFLEX SAVE	CLASS +0	DEX MOD +	MISC =	TOTAL
WILL SAVE	CLASS +2	WIS MOD +	MISC =	TOTAL
ATTACK BONUS	+0			
			SKILL RANKS	3

arcane bond wand  
Universalist  
Hand of the apprentice  
3+ INT Per Day

## G WEAPONS AND ATTACKS

INITIATIVE	IMPROVED INITIATIVE	DEX MOD	=	TOTAL
MELEE ATTACK	ATTACK BONUS	STR MOD	=	TOTAL
RANGED ATTACK	ATTACK BONUS	DEX MOD	=	TOTAL

WEAPON	Light Crossbow				
ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION
0	1d8	19-20 x2	Piercing	80ft.	Bolts

WEAPON	Dagger				
ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION
0	1d4	19-20	Piercing	10ft.	None

## H ARMOR AND ARMOR CLASS

AC	ARMOR	SHIELD	DEX MOD	MAGIC	+10	=	TOTAL
	0						

## I FEATS

Improved Initiative

## J EQUIPMENT

EQUIPMENT IS ON THE BACK  
OF YOUR CHARACTER SHEET



## K SPELLS

SPELLS ARE ON THE BACK OF  
YOUR CHARACTER SHEET



## E ARMOR AND WEAPON PROFICIENCIES

<input type="checkbox"/> SHIELDS	<input type="checkbox"/> MEDIUM ARMOR	<input type="checkbox"/> SIMPLE WEAPONS
<input type="checkbox"/> LIGHT ARMOR	<input type="checkbox"/> HEAVY ARMOR	<input type="checkbox"/> MARTIAL WEAPONS
club	dagger	hvy. crossbow
Light Crossbow	quarter staff	