CHARACTER SHEET 3.5 Lite

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal:

	Ability Score	Ability Modifier
STR		
CON		
DEX		
INT		
WIS		
CHA		

SAVING THROWS	ARMOR CLASS
FORT	AC
REF	Flat-Footed
WILL	Touch

Base Attack Bonus

MELEE WEAPON

BASE ATK	+	STR	+	MAGIC	+	MISC	=	TOTAL ATK

CRITICAL		TYPE		DAMAGE	

MELEE WEAPON

BASE ATK	+	STR	+	MAGIC	+	MISC	=	TOTAL ATK

CRITICAL		TYPE		DAMAGE	

MELEE WEAPON

BASE ATK	+	STR	+	MAGIC	+	MISC	=	TOTAL ATK

CRITICAL		TYPE		DAMAGE	

RANGED WEAPON

BASE ATK	+	DEX	+	MAGIC	+	MISC	=	TOTAL ATK

CRITICAL		RANGE		DAMAGE	

AMMUNITION

RANGED WEAPON

BASE ATK	+	DEX	+	MAGIC	+	MISC	=	TOTAL ATK

CRITICAL		RANGE		DAMAGE	

AMMUNITION

CHARACTER

Name		Race		Sex	
Alignment		Class		Level	
Size		Size Modifier		Speed		Initiative modifier	

HIT POINTS

	Current Hit Points	Nonlethal Damage

+3 for Class and Background Skills / -5 if Untrained

Use with Class, Quest and Background Skills

Class or Background Skill

QUEST SKILLS

			Ability Modifier	Class Level	Trained / Untrained Modifier	Misc Modifier	Armor Check Penalty
	Diplomacy	☐	CHA				
	Hide	☐	DEX				–
	Listen	☐	WIS				
	Move Silently	☐	DEX				–
	Search	☐	INT				
	Spot	☐	WIS				

OTHER SKILLS

	Appraise	☐	INT				
	Balance	☐	DEX				–
	Bluff	☐	CHA				
	Climb	☐	STR				–
	Concentration	☐	CON				
	Decipher Script	☐	INT				
	Disable Device	☐	INT				
	Disguise	☐	CHA				
	Escape Artist	☐	DEX				–
	Forgery	☐	INT				
	Gather Info.	☐	CHA				
	Handle Animal	☐	CHA				
	Heal	☐	WIS				
	Intimidate	☐	CHA				
	Jump	☐	STR				–
	Open Lock	☐	DEX				
	Ride	☐	DEX				–
	Sense Motive	☐	WIS				
	Sleight of Hand	☐	DEX				–
	Spellcraft	☐	INT				
	Survival	☐	WIS				
	└Track	☐	WIS				
	Swim	☐	STR				– x2
	Tumble	☐	DEX				–
	Use Magic Dev.	☐	CHA				
	Use Rope	☐	DEX				
	Knowledge ( )	☐	INT		+3		

Notes:

ARMOR

Armor Class AC

Type	Speed	Max DEX Modifier	Check Penalty	Weight	% Spell Failure

SHIELD

Check Penalty	Weight	% Spell Failure	AC

Protective Items

	AC Bonus	Weight

Other Possessions

ITEM	WT.	ITEM	WT.

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	TOTAL WEIGHT CARRIED
LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG	

Treasure

Copper _____

Silver _____

Gold _____

Platinum _____

Jewels & Gems _____

Magic Items _____

Hit Die

PHYSICAL CHARACTERISTICS

Age		Gender	
Height		Weight	
Eyes		Hair	
Skin		Handedness	

Description

CHARACTER SKETCH

Languages

Special Abilities

Notes