Upheaval *Character Sheet*

CHARACTER NAME

ANCESTRY | BACKGROUND | ALIGNMENT

SIZE | SPEED | INITIATIVE

AGE | HEIGHT | WEIGHT | XP

CLASS | LEVEL

SENSES

LANGUAGES

CONDITIONS

FEAR ①②③④

FATIGUE ①②③

STUN ①②③

ABILITIES

	Ability	Bonus	Bonus	Ranks	
STR STRENGTH			0		STR STRENGTH
DEX DEXTERITY			0		DEX DEXTERITY
CON CONSTITUTION			0		CON CONSTITUTION
INT INTELLIGENCE			0		INT INTELLIGENCE
WIS WISDOM			0		WIS WISDOM
CHA CHARISMA			0		CHA CHARISMA

ABILITIES SAVING THROWS

ABILITY DMG

	Damage
STR STRENGTH	
DEX DEXTERITY	
CON CONSTITUTION	
INT INTELLIGENCE	
WIS WISDOM	
CHA CHARISMA	
LIFE DRAIN	

SKILLS

Score	Name	Ability Bonus	Ranks	Misc.
0	Acrobatics (Dex)			
0	Athletics (Str)			
0	Deception (Cha)			
0	Insight (Wis)			
0	Intimidation (Cha)			
0	Investigation (Int)			
0	Perception (Wis)			
0	Persuasion (Cha)			
0	Slight of Hand (Dex)			
0	Stealth (Dex)			
Proficiency Skills				
	Locks (Dex)			
	Performance (Cha)			
	Track (Wis)			
	Traps (Dex)			

KNOWLEDGE

Score	Name	Ability Bonus	Ranks	Misc.
	Craft (_____) (Int)			
	Craft (_____) (Int)			
	Animal Handling (Wis)			
	Appraisal (Int)			
	Arcana (Int)			
	Dungeoneering (Int)			
	Engineering (Int)			
	Linguistics (Int)			
	Magic Items (Int)			
	Medicine (Wis)			
	Nature (Wis)			
	Planes (Int)			
	Poisons (Int)			
	Regional (_____) (Int)			
	Regional (_____) (Int)			
	Religion (Int)			
	Rope Use (Dex)			

DEFENSE

HIT POINTS Max

SAVE DC (10 + Character Lvl + Ability Bonus)

ARMOR CLASS

10 + Armor Bonus + Shield Bonus + Size Modifier (0) + Dodge

= Flat-Footed AC

= AC

= Touch AC

Armor Min (Natural)

Max Dex

ATTACKS

COMBAT PROFICIENCY BONUS (CP)

SPELL ATTACK (Character Level + Prime Ability Bonus)

STR ATTACK BONUS (CP + Strength Bonus)

DEX ATTACK BONUS (CP + Dexterity Bonus)

ATTACK NAME	ATTACK BONUS	DAMAGE	RANGE/REACH

COMMON ABILITIES

TECHNIQUES

ABILITY DESCRIPTIONS

PROFICIENCIES

POSSESSIONS

ITEM	#	WT.	ITEM	#	WT.
			TOTAL WEIGHT CARRIED	0.0	

0 ENCUMBERED

0 MAX LOAD

MONEY

CP —

SP —

GP —

PP —

SPELL SLOTS

1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH