

Bad-Ass Bandanna Studios presents:
Inspired by the Character Sheets of Dyslexic Studeos (<http://charactersheets.minotaur.cc/>)
and the work by Shawn S. Altorio of SSA-X2.



CHARACTER

Name

Race

Size



Size
Modifier

Campaign

Player

ABILITIES

	Score	Modifier	Temp Score	Temp Modifier
STR				
DEX				
CON				
INT				
WIS				
CHA				

CLASSES

- ☐ 1
☐ 2
☐ 3
☐ 4

Favored class
+1 hp or skill rank per level

Skill
Ranks

Hit Die

Level

Level
Adjustment

Effective
Character
Level

VISION

- ☐ Normal
☐ Low-Light
☐ Dark Vision:

Favored class bonuses:

Hit Points

Skill Ranks

EXPERIENCE

Current:

Next Level:

Notes:

FEATS & SPECIAL ABILITIES

SKILLS

*Armor Check Penalty Applies

Usable
Untrained

Skill
Bonus

Class
Skills
+3

Ranks

Misc.

Acrobatics*

Appraise

Bluff

Climb*

Diplomacy

Disable Device*

Disguise

Escape Artist*

Fly*

Handle Animal

Heal

Intimidate

+ Size
diff x4

Linguistics

Perception

Ride*

Sense Motive

Sleight of Hand*

Spellcraft

Stealth*

Survival

Track ☐ Trained

Swim*

Use Magical Device

Knowledge: Arcana

Knowledge: Dungeoneering

Knowledge: Religion

Knowledge: Nature

Knowledge: The Planes

LANGUAGES

Profession - WIS
Knowledge - INT
Perform - CHA
Other skills: Craft - INT



HEALTH

☐ Dying ☐ Stable ☐ Unconscious

DEFENSES

☐ Evasion ☐ Improved Evasion ☐ Defensive Combat Training ☐ Trap Sense _____

COMBAT & ATTACKS

100

WEAPONS	Attacks					Attacks Bonus	Finesse	Weapon Damage	Damage Bonus	Critical	Type	Light or 2d	Range	Increase (Ft.)	Weight (Lbs.)
	1st	2nd	3rd	4th	5th										

SPEED

ft	sq		ft	sq		ft	sq
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COMBAT ABILITIES

Abilities Notes:

COMBAT ABILITIES DESCRIPTIONS

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[illegible]

MONEY	
Copper	<input type="text"/> cp
Silver	<input type="text"/> sp
Gold	<input type="text"/> gp
Platinum	<input type="text"/> pp
Total	<input type="text"/>

ARMOR			
Properties			
Type	Max Speed	MaxAC	DEX
	ft	sq	
Check Penalty	Weight	Spell Failure	Armour AC
	lb	%	<input type="checkbox"/> Unequipped

SHIELD			
Properties			
Check Penalty	Weight	Spell Failure	Shield AC
	lb	%	<input type="checkbox"/> Unequipped



Hands	
Properties	Weight

Ring	
Properties	Weight

Ring
Properties
Weight

LOADS & LIFT			
STR Bonus			
Light	<input type="checkbox"/> lb		Above Head
Medium	<input type="checkbox"/> lb		Off Ground
Heavy	<input type="checkbox"/> lb		Drag & Push

ENCUMBRANCE	
Bags	
<input type="text"/> lb	Carried Items <input type="text"/> lb
Coins	
<input type="text"/> lb	Armor & Shield <input type="text"/> lb
Coin Bag#	Worn Items <input type="text"/> lb
<input type="text"/>	Total Weight <input type="text"/> lb

EQUIPMENT	
Hat / Mask	
Properties	Weight
Headband	
Properties	Weight

Eyes	
Properties	Weight

Neck /Throat	
Properties	Weight

Shoulders	
Properties	Weight

Chest	
Properties	Weight

Belts	
Properties	Weight

Clothes / Body	
Properties	Weight

Arms /Wrists	
Properties	Weight

Feet	
Properties	Weight

[illegible]

BAGS & CONTAINERS				
Bag#	Name	EX?	Volume	Weight
1			/	
2			/	
3			/	
4			/	
5			/	
6			/	

NOTES

MORE NOTES

