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					STR STRENGTH
DEX DEXTERITY					DEX DEXTERITY
CON CONSTITUTION					CON CONSTITUTION
INT INTELLIGENCE					INT INTELLIGENCE
WIS WISDOM					WIS WISDOM
CHA CHARISMA					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.
	Acrobatics (Dex)	___+	___+	___
	Athletics (Str)	___+	___+	___
	Deception (Cha)	___+	___+	___
	Insight (Wis)	___+	___+	___
	Intimidation (Cha)	___+	___+	___
	Investigation (Int)	___+	___+	___
	Perception (Wis)	___+	___+	___
	Persuasion (Cha)	___+	___+	___
	Slight of Hand (Dex)	___+	___+	___
	Stealth (Dex)	___+	___+	___
Proficiency Skills				
	Locks (Dex)	___+	___+	___
	Performance (Cha)	___+	___+	___
	Track (Wis)	___+	___+	___
	Traps (Dex)	___+	___+	___

DEFENSE

HIT POINTS — Max

SAVE DC (10 + Character Lvl + Ability Bonus)

ARMOR CLASS

10 + Armor Bonus + Shield Bonus + Size Modifier + Dodge

Armor Min (Natural) | Max Dodge

= Flat-Footed AC

= AC

= Touch AC

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)	___+	___+	___

ATTACKS

COMBAT PROFICIENCY BONUS (CP)

STR ATTACK BONUS (CP + Strength Bonus)

SPELL ATTACK (Character Level + Prime Ability 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		

ENCUMBERED

MAX LOAD

MONEY

CP —

SP —

GP —

PP —

SPELL SLOTS

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