CHARACTER _____ PLAYER _____

CLASS _____ LEVEL _____

RACE _____ ALIGNMENT _____

PATRON DEITY/RELIGION _____

ORIGIN _____ RESIDENCE _____

DUNGEONS & DRAGONS

CHARACTER RECORD SHEET

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

MAX

DAMAGE REDUCTION

CURRENT

DIE TYPE(S)

ARMOR

ARMOR CLASS = 10 +

ARMOR	SHIELD	DEX	SIZE	NATURAL	MISC 1	MISC 2
		DEX				

MODIFIERS

ARMOR WORN/ADDITIONAL MODIFIERS

AC WHEN FLAT-FOOTED	
AC VERSUS TOUCH ATTACKS	
MISS CHANCE	
MAX DEXTERITY BONUS	
ARMOR CHECK PENALTY	
ARCANE SPELL FAILURE	
SPELL RESISTANCE	

SAVING THROWS

	TOTAL	CLASS BASE 1	2	3	4	MODIFIERS ABILITY	MAGIC	MISC
FORTITUDE						CON		
REFLEX						DEX		
WILL						WIS		

INITIATIVE

TOTAL	DEX	MISC
	DEX	

	BASE	MODIFIED
SPEED		

ATTACK ROLLS

	TOTAL	MULTIPLE ATTACKS 2ND	3RD	4TH	5TH	CLASS BASE 1	2	3	4	MODIFIERS ABILITY	SIZE	MISC 1	MISC 2
MELEE		–5	–10	–15						STR			
RANGED		–5	–10	–15						DEX			
GRAPPLE		–5	–10	–15						STR			

ADDITIONAL MODIFIERS

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

SKILLS

MAX RANKS = LVL+3(/2)

SKILL	CLASS	TOTAL	ABILITY	RANKS	MISC 1	MISC 2	MISC 3
APPRAISE			INT				
BALANCE			DEX*				
BLUFF			CHA				
CLIMB			STR*				
CONCENTRATION			CON				
CRAFT (_____)			INT				
DIPLOMACY			CHA				
DISGUISE			CHA				
ESCAPE ARTIST			DEX*				
FORGERY			INT				
GATHER INFORMATION			CHA				
HEAL			WIS				
HIDE			DEX*				
INTIMIDATE			CHA				
JUMP			STR*				
LISTEN			WIS				
MOVE SILENTLY			DEX*				
RIDE			DEX				
SEARCH			INT				
SENSE MOTIVE			WIS				
SPOT			WIS				
SURVIVAL			WIS				
SWIM			STR*				
USE ROPE			DEX				

* ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES

WEAPONS: ❑ SIMPLE ❑ MARTIAL ARMOR: ❑ LIGHT ❑ MEDIUM ❑ HEAVY ❑ SHIELDS

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD						TOTAL WEIGHT CARRIED		

MOVEMENT & LIFTING

	WALK	HUSTLE	RUN
MOVEMENT			
	= BASE SPEED	= 2 x BASE SPEED	= 4 x BASE SPEED
	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
LIFTING			
	= MAX LOAD	= 2 x MAX LOAD	= 5 x MAX LOAD

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	–3	×4
HEAVY		+1	–6	×3

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

HIT POINTS BY LEVEL

MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

SPECIAL ABILITIES & FEATS

LANGUAGES

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
	0		0	
	1st			
	2nd			
	3rd			
	4th			
	5th			
	6th			
	7th			
	8th			
	9th			

SPELL SAVE DC MOD ____ = 10 + MODIFIERS: ABILITY ____ MISC ____

TURN UNDEAD

	TOTAL		MODIFIERS: CHA	LEVEL	MISC
TIMES/DAY		= 3 +	CHA		
CHECK		=	CHA		
DAMAGE		= 2d6 +	CHA		

PSIONICS

# POWERS KNOWN	LEVEL	# POWERS KNOWN	LEVEL
	0		5th
	1st		6th
	2nd		7th
	3rd		8th
	4th		9th

POWER POINTS: ____

FREE MANIFESTATIONS: ____

PSIONIC COMBAT

1d20 + DC MOD + ABILITY MOD

DEFENSES	ATTACKS	❑ EGO WHIP	❑ ID INSIN	❑ MIND BLAST	❑ MIND THRUST	❑ PSYCHIC CRUSH
	ABILITY	DEX	STR	CHA	INT	WIS
❑	EMPTY MIND	+1	–2	+3	–3	–5
❑	INTELLECT FORTRESS	–2	+1	+0	+6	+4
❑	MENTAL BARRIER	–1	+4	–3	+1	+3
❑	THOUGHT SHIELD	–4	–1	–2	+4	+2
❑	TOWER OF IRON WILL	+3	+0	–1	+5	–3
	NONPSIONIC	–8	–9	+4	–8	–8
	FLAT-FOOTED/POWERLESS	+8	+7	+8	+8	+8

SPELLS, POWERS & MAGIC ITEMS

HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													

CHARACTER DESCRIPTION

CHARACTER NAME	AGE	SEX
DESCRIPTION	BIRTH DATE	SIZE
	HEIGHT	WEIGHT
	HAIR	EYES
	SKIN	HANDEDNESS

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES

DATE CREATED

DM/CAMPAIGN

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