Character Sheet

Suitable for characters of any race or class (including multiclass characters)

Dungeons & Dragons®

Character name	Player name
Raeln	

Class and level	ECL	Race/template	Size	Gender
Rogue 7/Fighter 2	10	Bugbear	M	M

Alignment	Religion/patron deity	Height	Weight	Looks
CG				

Ability Scores

	Total	= Base score + racial mod.	+ Enhancement bonuses	+ Misc. bonuses	− Misc. penalties	Modifier
STR (Strength)	22					6
DEX (Dexterity)	16					3
CON (Constitution)	16					3
INT (Intelligence)	14					2
WIS (Wisdom)	10					0
CHA (Charisma)	6					-2

Combat Options

Base attack bonus 7

Weapon	Attack bonus	Damage	Critical	Range increment	Type	Notes/ammunition
+1 Shock Greatsword	+15/+10	2d6+10	19-20/x2		S	+1d6 electric
Mwk Lt. Crossbow	11	1d8	19-20/x2	80	P	

Speed 30 ft./x4 **Initiative modifier** 7

Grapple modifier 13 = 7 (base attack bonus) + 6 (strength modifier) + ___ (size modifier) + ___ (misc. modifier)

Action points 8,12max

Action roll 2d6

Saving Throws

	Total	= Base save	+ Ability modifier	+ Magic modifier	+ Misc. modifier	+ Temporary modifier
Fortitude (Constitution)	8	5	3			
Reflex (Dexterity)	8	5	3			
Will (Wisdom)	2	2	0			

Conditional modifiers

Armor Class

AC 24 = 10 + 6 (armor bonus) + ___ (shield bonus) + 3 (dex modifier) + ___ (size modifier) + 4 (natural armor) + 1 (deflection modifier) + ___ (miscellaneous modifiers)

Touch AC 14 **Flat-footed AC** 24

Armor worn	Max dex	Armor check penalty	Weight
+2 Mithral Chain Shirt	6		12.5

Shield carried	Max dex	Armor check penalty	Weight

Hit Points

78

Special Defenses

EXPERIENCE POINTS

45000

CARRYING CAPACITY

LIGHT LOAD: 173

MEDIUM LOAD: 346

HEAVY LOAD: 520

GEAR

POSSESSIONS ON PERSON

ITEM	LOCATION	WEIGHT
(see below for items requiring slots)		
Potion of Cure Light Wounds		
Masterwork Thieves Tools		
Dimension Stride Boots: 5 charges/day Standard action, must have		
line of sight/effect 1 charge: Teleport 20', 2: 40', 3: 60'		
Transposer Cloak: 3x/day: Swift action, you and one creature within 30'		
switch positions. You cannot swap positions with a larger creature.		
If the creature is unwilling, it must suceed on a DC 13 will save.		
Additional creatures cannot be brought along.		
Fastplay Miniature Unlock:		
Bugbear Gang Leader (Unhallowed 43/60): If this miniature is use with		
this fastplay character, this character gain a +1 bonus on all saves.		

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT

MAGIC ITEMS WORN

HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)

EYES (EYE LENSES OR GOGGLES)

+1 Amulet of Natural Armor

NECK (AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB)

Transposer Cloak

SHOULDERS (CLOAK, CAPE, OR MANTLE)

Ring of Protection +1

RING #1

RING #2

Gauntlets of Ogre Power

HANDS (GLOVES OR GAUNTLETS)

ARMS/WRISTS (BRACERS OR BRACELETS)

BODY (ROBE OR SUIT OF ARMOR)

TORSO (VEST, VESTMENT, OR SHIRT)

WAIST (BELT OR GIRDLE)

Dimensional Stride Boots

FEET (BOOTS, SHOES, OR SLIPPERS)

MONEY

Cash on Hand: 712 gp

MAGIC

DOMAINS (CLERIC ONLY)

DOMAIN NAME _____ GRANTED POWER _____

DOMAIN NAME _____ GRANTED POWER _____

SPECIALTY SCHOOL (WIZARD ONLY)

SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL) _____ PROHIBITED SCHOOL _____ PROHIBITED SCHOOL _____

ARCANE SPELL FAILURE _____ %

TURN/REBUKE UNDEAD

TIMES PER DAY	TURNING CHECK	TURNING DAMAGE
3 + CHA MODIFIER (+4 WITH EXTRA TURNING FEAT)	1d20 + CHA MODIFIER	2d6 + CLERIC LEVEL + CHA MODIFIER

SPELLS

SPELL SAVE _____ DC MOD

CONDITIONAL MODIFIERS

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

PSIONICS

PSIONIC POWERS _____ POWERS KNOWN _____ MAXIMUM POWER LEVEL KNOWN

PRIMARY DISCIPLINE _____

POWER POINTS PER DAY _____

RAGE

RAGES/DAY _____ DURATION _____ STR/CON BONUS _____ WILL SAVE BONUS _____ AC PENALTY _____

RAGES USED ☐☐☐☐☐☐☐☐☐☐

ROUNDS ELAPSED _____

ANIMAL COMPANION, FAMILIAR, OR PSICRYSTAL

NAME _____ CREATURE TYPE _____

STR	DEX	CON	INT	WIS	CHA

INITIATIVE _____

SPEED _____

HIT POINTS

AC _____ = 10 + _____ + _____ + _____ + _____

TOTAL; DEX MODIFIER; SIZE MODIFIER; NATURAL ARMOR; MISC. MODIFIERS

TOUCH AC _____ **FLAT-FOOTED AC** _____

SAVING THROWS

FORTITUDE (CON) ☐

REFLEX (DEX) ☐

WILL (WIS) ☐

ATTACKS

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

GRAPPLE MODIFIER _____

PERSONALITY _____

SKILLS

_____ + _____

_____ + _____

_____ + _____

_____ + _____

_____ + _____

_____ + _____

_____ + _____

_____ + _____

_____ + _____

_____ + _____

FEATS

_____ _____

_____ _____

_____ _____

SPECIAL ABILITIES

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TRICKS

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CAMPAIGN _____

SKILLS

CS?	SKILL NAME	KEY ABILITY	SKILL MODIFER		RANKS		ABILITY MODIFER		MISC. MODIFER
☐	Appraise ◆	INT		=		+	2	+	
☐	*Autohypnosis*	WIS		=		+	0	+	
☐	Balance* ◆	DEX	7	=	2	+	3	+	2
☐	Bluff ◆	CHA		=		+	-2	+	
☐	Climb* ◆	STR	11	=	5	+	6	+	
☐	Concentration ◆	CON		=		+	3	+	
☐	Craft (_____) ◆	INT		=		+	2	+	
☐	Craft (_____) ◆	INT		=		+	2	+	
☐	Craft (_____) ◆	INT		=		+	2	+	
☐	Decipher Script	INT		=		+	2	+	
☐	Diplomacy ◆	CHA		=		+	-2	+	
☐	Disable Device	INT	16	=	12	+	2	+	2
☐	Disguise ◆	CHA		=		+	-2	+	
☐	Escape Artist* ◆	DEX	11	=	8	+	3	+	
☐	Forgery ◆	INT		=		+	2	+	
☐	Gather Information ◆	CHA		=		+	-2	+	
☐	Handle Animal	CHA		=		+	-2	+	
☐	Heal ◆	WIS		=		+	0	+	
☐	Hide* ◆	DEX	15	=	12	+	3	+	
☐	Intimidate ◆	CHA		=		+	-2	+	
☐	Jump* ◆	STR	22	=	12	+	6	+	4
☐	Knowledge (arcana)	INT		=		+	2	+	
☐	Knowledge (arch/eng)	INT		=		+	2	+	
☐	Knowledge (dungeoneering)	INT		=		+	2	+	
☐	Knowledge (geography)	INT		=		+	2	+	
☐	Knowledge (history)	INT		=		+	2	+	
☐	Knowledge (local)	INT	3	=	1	+	2	+	
☐	Knowledge (nature)	INT		=		+	2	+	
☐	Knowledge (nobility/royalty)	INT		=		+	2	+	
☐	Knowledge (the planes)	INT		=		+	2	+	
☐	*Knowledge (psionics)*	INT		=		+	2	+	
☐	Knowledge (religion)	INT		=		+	2	+	
☐	Knowledge (_____)	INT		=		+	2	+	
☐	Listen ◆	WIS	2	=		+	0	+	2
☐	Move Silently* ◆	DEX	19	=	12	+	3	+	4
☐	Open Lock	DEX	17	=	12	+	3	+	2
☐	Perform (act) ◆	CHA		=		+	-2	+	
☐	Perform (comedy) ◆	CHA		=		+	-2	+	
☐	Perform (dance) ◆	CHA		=		+	-2	+	
☐	Perform (keyboard) ◆	CHA		=		+	-2	+	
☐	Perform (oratory) ◆	CHA		=		+	-2	+	
☐	Perform (percussion) ◆	CHA		=		+	-2	+	
☐	Perform (string instrument) ◆	CHA		=		+	-2	+	
☐	Perform (wind instrument) ◆	CHA		=		+	-2	+	
☐	Perform (sing) ◆	CHA		=		+	-2	+	
☐	Perform (_____) ◆	CHA		=		+	-2	+	
☐	Profession (_____)	WIS		=		+	0	+	
☐	Profession (_____)	WIS		=		+	0	+	
☐	*Psicraft*	INT		=		+	2	+	
☐	Ride ◆	DEX		=		+	3	+	
☐	Search ◆	INT	14	=	12	+	2	+	
☐	Sense Motive ◆	WIS		=		+	0	+	
☐	Sleight of Hand*	DEX		=		+	3	+	
☐	Spellcraft	INT		=		+	2	+	
☐	Spot ◆	WIS		=		+	0	+	
☐	Survival ◆	WIS		=		+	0	+	
☐	Swim* ◆	STR	10	=	4	+	6	+	
☐	Tumble*	DEX	15	=	12	+	3	+	
☐	Use Magic Device	CHA	5	=	7	+	-2	+	
☐	*Use Psionic Device*	CHA		=		+	-2	+	
☐	Use Rope ◆	DEX		=		+	3	+	

Skills in italics are psionics-related.
☑ Mark this box with an X if the skill is a class skill for the character.
◆ Denotes a skill that can be used untrained.
* Armor cleck penalty, if any, applies. (Double penalty for Swim.)

RACIAL TRAITS/CLASS FEATURES

Darkvision 60', Low-Light Vision
Uncanny Dodge
Trap Sense +2
Evasion
Sneak Attack +4d6
Trapfinding

FEATS

Improved Initiative
Power Attack
Weapon Focus (greatsword)
Improved Toughness
Action Surge (spend 2 action points to take extra move or standard action)
Heroic Spirit (already in action points)

LANGUAGES

Initial languages = Common + automatic languages + Int bonus

Common
Giant
Gnoll
Goblin

SKILL SYNERGIES

5+ RANKS IN ...	GIVES A +2 BONUS ON . . .
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes

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