CHARACTER SHEET

SUITABLE FOR CHARACTERS OF ANY RACE OR CLASS (INCLUDING MULTICLASS CHARACTERS)

DUNGEONS & DRAGONS®

CHARACTER NAME _____   PLAYER NAME _____

CLASS AND LEVEL _____   ECL _____ RACE/TEMPLATE _____ SIZE _____ GENDER _____

ALIGNMENT _____ RELIGION/PATRON DEITY _____   HEIGHT _____ WEIGHT _____ LOOKS _____

⚔ ABILITY SCORES

STR _____ = _____ + _____ + _____ – _____   ☐
STRENGTH TOTAL BASE SCORE + / RACIAL MOD. ENHANCEMENT BONUSES MISC. BONUSES MISC. PENALTIES STRENGTH MODIFIER

DEX _____ = _____ + _____ + _____ – _____   ☐
DEXTERITY TOTAL BASE SCORE + / RACIAL MOD. ENHANCEMENT BONUSES MISC. BONUSES MISC. PENALTIES DEXTERITY MODIFIER

CON _____ = _____ + _____ + _____ – _____   ☐
CONSTITUTION TOTAL BASE SCORE + / RACIAL MOD. ENHANCEMENT BONUSES MISC. BONUSES MISC. PENALTIES CONSTITUTION MODIFIER

INT _____ = _____ + _____ + _____ – _____   ☐
INTELLIGENCE TOTAL BASE SCORE + / RACIAL MOD. ENHANCEMENT BONUSES MISC. BONUSES MISC. PENALTIES INTELLIGENCE MODIFIER

WIS _____ = _____ + _____ + _____ – _____   ☐
WISDOM TOTAL BASE SCORE + / RACIAL MOD. ENHANCEMENT BONUSES MISC. BONUSES MISC. PENALTIES WISDOM MODIFIER

CHA _____ = _____ + _____ + _____ – _____   ☐
CHARISMA TOTAL BASE SCORE + / RACIAL MOD. ENHANCEMENT BONUSES MISC. BONUSES MISC. PENALTIES CHARISMA MODIFIER

SPEED _____   INITIATIVE MODIFIER _____

GRAPPLE MODIFIER _____ = _____ + _____ + _____ + _____
TOTAL BASE ATTACK BONUS STRENGTH MODIFER SIZE MODIFIER MISC. MODIFIER

⚔ COMBAT OPTIONS

BASE ATTACK BONUS _____

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	

HIT POINTS

⚔ SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	☐	=	☐	+	☐	+	☐	+	☐	+	☐
REFLEX (DEXTERITY)	☐	=	☐	+	☐	+	☐	+	☐	+	☐
WILL (WISDOM)	☐	=	☐	+	☐	+	☐	+	☐	+	☐

CONDITIONAL MODIFIERS

⚔ ARMOR CLASS

AC _____ = 10+ _____ + _____ + _____ + _____ + _____ + _____ + _____
TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISCELLANEOUS MODIFIERS

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

ARMOR WORN		MAX DEX	ARMOR CHECK PENALTY	WEIGHT
SHIELD CARRIED		MAX DEX	ARMOR CHECK PENALTY	WEIGHT

SPECIAL DEFENSES

_____
_____
_____
_____
_____
_____
_____
_____

GEAR

POSSESSIONS ON PERSON

ITEM	LOCATION	WEIGHT

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT

MAGIC ITEMS WORN

HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)

EYES (EYE LENSES OR GOGGLES)

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

SHOULDERS (CLOAK, CAPE, OR MANTLE)

RING #1

RING #2

HANDS (GLOVES OR GAUNTLETS)

ARMS/WRISTS (BRACERS OR BRACELETS)

BODY (ROBE OR SUIT OF ARMOR)

TORSO (VEST, VESTMENT, OR SHIRT)

WAIST (BELT OR GIRDLE)

FEET (BOOTS, SHOES, OR SLIPPERS)

CARRYING CAPACITY

LIGHT LOAD:_____

MEDIUM LOAD:_____

HEAVY LOAD:_____

MONEY

◉ MAGIC

DOMAINS (CLERIC ONLY)

_____ _____
DOMAIN NAME   GRANTED POWER

_____ _____
DOMAIN NAME   GRANTED POWER

SPECIALTY SCHOOL (WIZARD ONLY)

_____ _____ _____
SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT   PROHIBITED SCHOOL   PROHIBITED SCHOOL
CHECKS TO LEARN SPELLS FROM THIS
CHOSEN 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
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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 + _____ + _____ + _____ + _____   TOUCH AC _____   FLAT-FOOTED AC _____
         TOTAL   DEX   SIZE   NATURAL   MISC.
                    MODIFIER   MODIFIER   ARMOR   MODIFIERS

SAVING THROWS

FORTITUDE (CON) ☐

REFLEX (DEX) ☐

WILL (WIS) ☐

ATTACKS

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

GRAPPLE MODIFIER _____

PERSONALITY _____

SKILLS

_____ + _____
_____ + _____
_____ + _____
_____ + _____
_____ + _____
_____ + _____
_____ + _____
_____ + _____
_____ + _____
_____ + _____

FEATS

_____
_____

SPECIAL ABILITIES

_____
_____
_____
_____

TRICKS

_____
_____
_____
_____
_____
_____

CAMPAIGN _____

☷ SKILLS

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

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

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

☷ FEATS

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

☷ LANGUAGES

Initial languages = Common + automatic languages + Int bonus

_____ _____
_____ _____
_____ _____
_____ _____

☷ 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