CHARACTER SHEET

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

DUNGEONS & DRAGONS®

CHARACTER NAME	PLAYER NAME
Flav the Knife	

CLASS AND LEVEL	ECL	RACE/TEMPLATE	SIZE	GENDER
Ninja 5 / Assassin 2	7	Goblin	S	M

ALIGNMENT	RELIGION/PATRON DEITY	HEIGHT	WEIGHT	LOOKS
NE		3'	40 lbs	

ABILITY SCORES

	TOTAL	= BASE SCORE + RACIAL MOD.	+ ENHANCEMENT BONUSES	+ MISC. BONUSES	− MISC. PENALTIES	STRENGTH MODIFIER
STR (STRENGTH)	6	6				-2
DEX (DEXTERITY)	20	18	2			+5
CON (CONSTITUTION)	14	14				+2
INT (INTELLIGENCE)	16	16				+3
WIS (WISDOM)	8	8				-1
CHA (CHARISMA)	8	8				-1

COMBAT OPTIONS

BASE ATTACK BONUS +4

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE INCREMENT	TYPE	NOTES/AMMUNITION
+1 Rapier	+11	1d4-1	18-20		P	
MW Light Crossbow	+11	1d6	19-20	80'	P	20 bolts
Dagger	+10	1d3-2	19-20	10	SP	

HIT POINTS

44

SPEED 30'

INITIATIVE MODIFIER +4

GRAPPLE MODIFIER -2 = +4 (BASE ATTACK BONUS) + -2 (STRENGTH MODIFER) + -4 (SIZE MODIFIER) + _____ (MISC. MODIFIER)

ACTION POINTS

ACTION ROLL

SAVING THROWS

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	4	1	+2	1		
REFLEX (DEXTERITY)	13	7	+5	1		
WILL (WISDOM)	1	1	-1	1		

CONDITIONAL MODIFIERS

+1 vs. poison

+2 Will while Flav still has Ki points in his pool

ARMOR CLASS

AC 20 (TOTAL) = 10 + 2 (ARMOR BONUS) + _____ (SHIELD BONUS) + +5 (DEX MODIFIER) + 1 (SIZE MODIFIER) + _____ (NATURAL ARMOR) + 1 (DEFLECTION MODIFIER) + _____ (MISCELLANEOUS MODIFIERS)

TOUCH AC 18

FLAT-FOOTED AC 15

ARMOR WORN	MAX DEX	ARMOR CHECK PENALTY	WEIGHT

SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY	WEIGHT

SPECIAL DEFENSES

Miniature Unlock - Now You See Me (Goblin Blackblade, Wardrums #30): Flav can spend 2 AP and 1 Ki to become ethereal for 1 round as the 10th level ninja class ability Ghost Step.

EXPERIENCE POINTS

GEAR

POSSESSIONS ON PERSON

ITEM	LOCATION	WEIGHT
Explorer's Outfit		
Alchemist's Fire (x3)		
Bag of Caltrops		
Backpack		
50' Silk Rope		
MW Thieves' Tools		
Disguise Kit		

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)

Cloak of Elvenkind

SHOULDERS (CLOAK, CAPE, OR MANTLE)

Ring of Protection +1

RING #1

RING #2

Gloves of Dexterity +2

HANDS (GLOVES OR GAUNTLETS)

Bracers of Armor +2

ARMS/WRISTS (BRACERS OR BRACELETS)

BODY (ROBE OR SUIT OF ARMOR)

Vest of Resistance +1

TORSO (VEST, VESTMENT, OR SHIRT)

WAIST (BELT OR GIRDLE)

Boots of Elvenkind

FEET (BOOTS, SHOES, OR SLIPPERS)

CARRYING CAPACITY

LIGHT LOAD:

MEDIUM LOAD:

HEAVY LOAD:

MONEY

32 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 +3 (DC MOD)

CONDITIONAL MODIFIERS

Spells Known: disguise self, obscuring mist, true strike

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS
		0					5th		
3	14	1st	1	1			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 _____ (TOTAL) = 10 + _____ (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		=		+	+3	+	
☐	*Autohypnosis*	WIS		=		+	-1	+	
☑	Balance* ◆	DEX		=		+	+5	+	
☑	Bluff ◆	CHA	9	=	10	+	-1	+	
☑	Climb* ◆	STR		=		+	-2	+	
☑	Concentration ◆	CON		=		+	+2	+	
☑	Craft (_____) ◆	INT		=		+	+3	+	
☑	Craft (_____) ◆	INT		=		+	+3	+	
☑	Craft (_____) ◆	INT		=		+	+3	+	
☑	Decipher Script	INT		=		+	+3	+	
☑	Diplomacy ◆	CHA		=		+	-1	+	
☑	Disable Device	INT	15	=	10	+	+3	+	2
☑	Disguise ◆	CHA	7	=	6	+	-1	+	2
☑	Escape Artist* ◆	DEX		=		+	+5	+	
☑	Forgery ◆	INT		=		+	+3	+	
☑	Gather Information ◆	CHA		=		+	-1	+	
☐	Handle Animal	CHA		=		+	-1	+	
☐	Heal ◆	WIS		=		+	-1	+	
☑	Hide* ◆	DEX	24	=	10	+	+5	+	9
☑	Intimidate ◆	CHA		=		+	-1	+	
☑	Jump* ◆	STR	2	=		+	-2	+	4
☐	Knowledge (arcana)	INT		=		+	+3	+	
☐	Knowledge (arch/eng)	INT		=		+	+3	+	
☐	Knowledge (dungeoneering)	INT		=		+	+3	+	
☐	Knowledge (geography)	INT		=		+	+3	+	
☐	Knowledge (history)	INT		=		+	+3	+	
☐	Knowledge (local)	INT		=		+	+3	+	
☐	Knowledge (nature)	INT		=		+	+3	+	
☐	Knowledge (nobility/royalty)	INT		=		+	+3	+	
☐	Knowledge (the planes)	INT		=		+	+3	+	
☐	*Knowledge (psionics)*	INT		=		+	+3	+	
☐	Knowledge (religion)	INT		=		+	+3	+	
☐	Knowledge (_____)	INT		=		+	+3	+	
☑	Listen ◆	WIS	7	=	8	+	-1	+	
☑	Move Silently* ◆	DEX	24	=	10	+	+5	+	9
☑	Open Lock	DEX	11	=	4	+	+5	+	2
☐	Perform (act) ◆	CHA		=		+	-1	+	
☐	Perform (comedy) ◆	CHA		=		+	-1	+	
☐	Perform (dance) ◆	CHA		=		+	-1	+	
☐	Perform (keyboard) ◆	CHA		=		+	-1	+	
☐	Perform (oratory) ◆	CHA		=		+	-1	+	
☐	Perform (percussion) ◆	CHA		=		+	-1	+	
☐	Perform (string instrument) ◆	CHA		=		+	-1	+	
☐	Perform (wind instrument) ◆	CHA		=		+	-1	+	
☐	Perform (sing) ◆	CHA		=		+	-1	+	
☐	Perform (_____) ◆	CHA		=		+	-1	+	
☐	Profession (_____)	WIS		=		+	-1	+	
☐	Profession (_____)	WIS		=		+	-1	+	
☐	*Psicraft*	INT		=		+	+3	+	
☐	Ride ◆	DEX	9	=		+	+5	+	4
☑	Search ◆	INT	13	=	10	+	+3	+	
☑	Sense Motive ◆	WIS		=		+	-1	+	
☑	Sleight of Hand*	DEX		=		+	+5	+	
☐	Spellcraft	INT		=		+	+3	+	
☑	Spot ◆	WIS	9	=	10	+	-1	+	
☐	Survival ◆	WIS		=		+	-1	+	
☑	Swim* ◆	STR		=		+	-2	+	
☑	Tumble*	DEX	15	=	10	+	+5	+	
☑	Use Magic Device	CHA		=		+	-1	+	
☐	*Use Psionic Device*	CHA		=		+	-1	+	
☑	Use Rope ◆	DEX		=		+	+5	+	

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'
Ki power points (9)
Ghost Step (1 Ki, invisible for 1 round as a swift action)
Sudden Strike +3d6
Great Leap (+4 to Jump checks)
Safe Poison Use
Sneak Attack +1d6
Death Attack (DC 15)
Uncanny Dodge
Trapfinding

FEATS

Combat Expertise
Weapon Finesse
Improved Feint

LANGUAGES

Initial languages = Common + automatic languages + Int bonus

Common
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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