Character Sheet

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

Dungeons & Dragons®

Character name	Player name
Rev	

Class and level	ECL	Race/template	Size	Gender
Sorcerer 1/Wizard 4/Ultimate Magus 5	10	Changeling	M	Female

Alignment	Religion/patron deity	Height	Weight	Looks
Neutral		5' 6"	145 lbs	various

Ability Scores

	Total	= Base score + racial mod.	+ Enhancement bonuses	+ Misc. bonuses	− Misc. penalties	Modifier
STR (Strength)	8	8				-1
DEX (Dexterity)	16	13	2	1		3
CON (Constitution)	14	14				2
INT (Intelligence)	18	15	2	1		4
WIS (Wisdom)	8	8				-1
CHA (Charisma)	14	14				2

Combat Options

Base attack bonus 4

Weapon	Attack bonus	Damage	Critical	Range increment	Type	Notes/ammunition
Dagger	3 (7 thrown)	1d4-1	19-20/x2	10	P/S	
Ray	7	per spell	x2			

Speed 30 ft./x4

Initiative modifier 3

Grapple modifier 3 = 4 (base attack bonus) + -1 (strength modifier) + ____ (size modifier) + ____ (misc. modifier)

Action points: 6, 9 max

Action roll: 2d6

Hit Points

43

Saving Throws

	Total	= Base save	+ Ability modifier	+ Magic modifier	+ Misc. modifier	+ Temporary modifier
Fortitude (Constitution)	6	2	2	2		
Reflex (Dexterity)	6	2	3	2		
Will (Wisdom)	11	10	-1	2		

Conditional modifiers

+ 2 racial bonus vs sleep and charm

Armor Class

AC 18 = 10 + ____ (armor bonus) + ____ (shield bonus) + 3 (dex modifier) + ____ (size modifier) + 2 (natural armor) + 3 (deflection modifier) + ____ (miscellaneous modifiers)

Touch AC 13

Flat-footed AC 10

Armor worn	Max dex	Armor check penalty	Weight

Shield carried	Max dex	Armor check penalty	Weight

Special Defenses

EXPERIENCE POINTS

45000

GEAR

POSSESSIONS ON PERSON

ITEM	LOCATION	WEIGHT
(for items with slot restrictions, see below)		
Lesser Silent Metamagic Rod	Bag	5
Lesser Extend Metamagic Rod	Bag	5
Wand of Cure Light Wounds (10 charges)	Bag	--
Everburning Torch	Bag	1
Bag of Holding (Type I)	Back	15
Crimson Glyphbook (see XECS 3.0)	Bag	1
Rations, Flint and Steel, 50 ft. Silk Rope, Ink and Pen, 20 Sheets Paper,		
Bedroll, Traveler's Outfit, Dagger, Spell Component Pouch	Bag	12
Fastplay Miniature Unlock:		
Wild Mage (Night Below 24/60) When this fastplay miniature is used,		
Rev can spend two action points to sudden maximize an evocation		
spell once/adventure. No other metamagic can be used on that spell.		
Wizard's Spellbook: 0 - All Spells		
1 - Alarm, Comprehend Languages, Grease, Identify, Magic Missile,	4 - Greater Invisibility, Ice Storm, Shout,	
Shield, Shocking Grasp, Tenser's Floating Disk, Unseen Servant	Wall of Fire	
2 - Bear's Endurance, Flaming Sphere, Glitterdust, Invisibility, Scorching	5 - Bigby's Interposing Hand, Cone of Cold,	
Ray, Shatter	Prying Eyes	
3 - Arcane Sight, Daylight, Dispel Magic, Haste, Fly, Lightning Bolt		

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT
Sorcerer Spells Known:		
0 - Acid Splash, Detect Magic, Ghost Sound, Light, Mage Hand,		
Read Magic, Resistance		
1 - Enlarge Person, Grease, Mage Armor, Magic Missile,		
Repair Light Damage		
2 - Mirror Image, Resist Energy, Scorching Ray		
3 - Fireball		

MAGIC ITEMS WORN

Headband of Intellect +2
HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)

EYES (EYE LENSES OR GOGGLES)

Amulet of Natural Armor +2
NECK (AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB)

Cloak of Resistance +2
SHOULDERS (CLOAK, CAPE, OR MANTLE)

Ring of Protection +3
RING #1

Ring of Force Shield
RING #2

Gloves of Dexterity +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: 26

MEDIUM LOAD: 53

HEAVY LOAD: 80

MONEY

Cash on Hand: 132 gp

MAGIC

DOMAINS (CLERIC ONLY)

DOMAIN NAME	GRANTED POWER

SPECIALTY SCHOOL (WIZARD ONLY)

Evocation	Enchantment	Necromancy
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 +2/+4 (DC MOD)

CONDITIONAL MODIFIERS

Left side is sorcerer spells, right side is wizard spells. One wizard spell per level must be an evocation spell. (Replace 5th with 0, etc.) Caster level for sorcerer and wizard spells is 12.

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS
7	12	0	6			14	5th	4	
4	13	1st	6	1		15	6th	4	1
2	14	2nd	5	1		16	7th	3	1
1	15	3rd	3			17	8th	2	1
		4th				18	9th	1	1

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 Silken CREATURE TYPE Raven

STR	DEX	CON	INT	WIS	CHA
1	15	10	10	14	6

INITIATIVE 2

SPEED 10 ft.; fly 40 ft.

HIT POINTS 21

AC 19 (TOTAL) = 10 + 2 (DEX MODIFIER) + 2 (SIZE MODIFIER) + 5 (NATURAL ARMOR) + _____ (MISC. MODIFIERS)

TOUCH AC 14 **FLAT-FOOTED AC** 17

SAVING THROWS

FORTITUDE (CON) 2

REFLEX (DEX) 4

WILL (WIS) 12

ATTACKS

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
claws	8	1d2-5	x2

GRAPPLE MODIFIER -9

PERSONALITY _____

SKILLS

Listen	5
Spot	7

FEATS

Weapon Finesse

SPECIAL ABILITIES

Alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with birds, speak Draconic

TRICKS

CAMPAIGN _____

SKILLS

CS?	SKILL NAME	KEY ABILITY	SKILL MODIFER		RANKS		ABILITY MODIFER		MISC. MODIFER
☐	Appraise ◆	INT	7	=		+	4	+	3
☐	*Autohypnosis*	WIS		=		+	-1	+	
☐	Balance* ◆	DEX		=		+	3	+	
☐	Bluff ◆	CHA	9	=	5	+	2	+	2
☐	Climb* ◆	STR		=		+	-1	+	
☐	Concentration ◆	CON	15	=	13	+	2	+	
☐	Craft (_____) ◆	INT		=		+	4	+	
☐	Craft (_____) ◆	INT		=		+	4	+	
☐	Craft (_____) ◆	INT		=		+	4	+	
☐	Decipher Script	INT		=		+	4	+	
☐	Diplomacy ◆	CHA		=		+	2	+	
☐	Disable Device	INT		=		+	4	+	
☐	Disguise ◆	CHA	12	=		+	2	+	10
☐	Escape Artist* ◆	DEX		=		+	3	+	
☐	Forgery ◆	INT		=		+	4	+	
☐	Gather Information ◆	CHA		=		+	2	+	
☐	Handle Animal	CHA		=		+	2	+	
☐	Heal ◆	WIS		=		+	-1	+	
☐	Hide* ◆	DEX		=		+	3	+	
☐	Intimidate ◆	CHA	4	=		+	2	+	2
☐	Jump* ◆	STR		=		+	-1	+	
☐	Knowledge (arcana)	INT	17	=	13	+	4	+	
☐	Knowledge (arch/eng)	INT		=		+	4	+	
☐	Knowledge (dungeoneering)	INT	17	=	13	+	4	+	
☐	Knowledge (geography)	INT		=		+	4	+	
☐	Knowledge (history)	INT		=		+	4	+	
☐	Knowledge (local)	INT		=		+	4	+	
☐	Knowledge (nature)	INT		=		+	4	+	
☐	Knowledge (nobility/royalty)	INT		=		+	4	+	
☐	Knowledge (the planes)	INT	13	=	9	+	4	+	
☐	*Knowledge (psionics)*	INT		=		+	4	+	
☐	Knowledge (religion)	INT		=		+	4	+	
☐	Knowledge (_____)	INT		=		+	4	+	
☐	Listen ◆	WIS		=		+	-1	+	
☐	Move Silently* ◆	DEX		=		+	3	+	
☐	Open Lock	DEX		=		+	3	+	
☐	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		=		+	-1	+	
☐	Profession (_____)	WIS		=		+	-1	+	
☐	*Psicraft*	INT		=		+	4	+	
☐	Ride ◆	DEX		=		+	3	+	
☐	Search ◆	INT		=		+	4	+	
☐	Sense Motive ◆	WIS		=		+	-1	+	2
☐	Sleight of Hand*	DEX		=		+	3	+	
☐	Spellcraft	INT	19	=	13	+	4	+	2
☐	Spot ◆	WIS		=		+	-1	+	
☐	Survival ◆	WIS		=		+	-1	+	
☐	Swim* ◆	STR		=		+	-1	+	
☐	Tumble*	DEX		=		+	3	+	
☐	Use Magic Device	CHA	3	=	1	+	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

Augmented Casting: You can sacrifice a spell or spell slot from one class to apply a metamagic feat to a spell of another class. The level of the spell sacrificed must equal or exceed the level adjustment of the feat. You can do this 5 times per day to spells 2nd level or lower. Complete Mage pg 78

FEATS

Scribe Scroll(B)
Empower Spell
Metamagic School Focus (Evocation)
- For evocation spells, you can use the Empower Spell feat at the cost of only 1 higher level instead of 2.

Enlarge Spell
Practiced Spellcaster (Sorcerer)
Practiced Spellcaster (Wizard)

LANGUAGES

Initial languages = Common + automatic languages + Int bonus

Common, Daelkyr, Draconic, Elven, Giant

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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