CHARACTER SHEET

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

DUNGEONS & DRAGONS®

CHARACTER NAME	PLAYER NAME
Rith	

CLASS AND LEVEL	ECL	RACE/TEMPLATE	SIZE	GENDER
Sorcerer 10	10	Human	M	M

ALIGNMENT	RELIGION/PATRON DEITY	HEIGHT	WEIGHT	LOOKS
N		5'1"	114	

ABILITY SCORES

	TOTAL	= BASE SCORE + RACIAL MOD.	+ ENHANCEMENT BONUSES	+ MISC. BONUSES	− MISC. PENALTIES	STRENGTH MODIFIER
STR STRENGTH	10	10				0
DEX DEXTERITY	14	11	1	2		2
CON CONSTITUTION	16	14		2		3
INT INTELLIGENCE	10	10				0
WIS WISDOM	10	10				0
CHA CHARISMA	20	15	1	4		5

COMBAT OPTIONS

BASE ATTACK BONUS 5

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
+1 Frost Lt. Crossbow	8 (9 within 30 ft.)	1d8+1	19-20/x2
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
80	P	30 bolts (10 silver, 10 adamantine)	
+1 Longspear	6	1d8+1	x3
	P		
Ray	7 (8 within 30 ft.)	per spell	x2
per spell			

HIT POINTS

61

SPEED 30/x4

INITIATIVE MODIFIER 2

GRAPPLE MODIFIER 5 = 5 (BASE ATTACK BONUS) + 0 (STRENGTH MODIFER) + (SIZE MODIFIER) + (MISC. MODIFIER)

ACTION POINTS 6, 9 max

ACTION ROLL 2d6

SAVING THROWS

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	8	3	3	2		
REFLEX (DEXTERITY)	7	3	2	2		
WILL (WISDOM)	9	7	0	2		

CONDITIONAL MODIFIERS

ARMOR CLASS

AC ____ = 10 + ARMOR BONUS + SHIELD BONUS + 2 (DEX MODIFIER) + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISCELLANEOUS MODIFIERS

TOTAL

TOUCH AC 12

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
(see below for items requiring slots)		
Lesser Silent Metamagic Rod	Haversack	5
Scroll of Fly	Haversack	---
Wand of Cure Light Wounds (10 charges)	Haversack	---
Scroll of Resist Energy	Haversack	---
Scroll of Haste	Haversack	---
Scroll of Identify	Haversack	---
Scroll of Comprehend Languages	Haversack	---
Heward's Handy Haversack		5
Explorer's outfit, 50 ft. silk rope, bedroll, bullseye lantern, 5 pints oil,		
rations, waterskins, flint and steel, 5 torches	Haversack	20
Tanglefoot bag (2)	Haversack	2
Fastplay Miniature Unlock:		
Cormyrean War Wizard (Unhallowed 3/60) When this miniature is used		
with this fastplay character, twice per adventure the character can spend		
one action point to use a known metamagic feat as a standard action		
instead of a full-round action.		

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT
Spells Known:		
0 - Acid Splash, Arcane Mark, Daze, Detect Magic, Disrupt Undead,		
Mage Hand, Message, Resistance, Touch of Fatigue		
1 - Enlarge Person, Grease, Mage Armor, Magic Missile, Shield		
2 - Darkvision, Glitterdust, Mirror Image, Scorching Ray		
3 - Lightning Bolt, Slow, Vampiric Touch		
4 - Dimension Door, Enervation 5 - Cloudkill		

MAGIC ITEMS WORN

	Gloves of Dexterity +2
HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)	HANDS (GLOVES OR GAUNTLETS)
EYES (EYE LENSES OR GOGGLES)	ARMS/WRISTS (BRACERS OR BRACELETS)
Amulet of Health +2	
NECK (AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB)	BODY (ROBE OR SUIT OF ARMOR)
Cloak of Charisma +4	Vest of Resistance +2
SHOULDERS (CLOAK, CAPE, OR MANTLE)	TORSO (VEST, VESTMENT, OR SHIRT)
RING #1	WAIST (BELT OR GIRDLE)
RING #2	FEET (BOOTS, SHOES, OR SLIPPERS)

CARRYING CAPACITY

LIGHT LOAD: 33

MEDIUM LOAD: 66

HEAVY LOAD: 100

MONEY

Cash on hand: 1245

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 +5 (DC MOD)

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS
9	15	0	6	--	1	20	5th	3	1
5	16	1st	6	2			6th		
4	17	2nd	6	1			7th		
3	18	3rd	6	1			8th		
2	19	4th	5	1			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		=		+	0	+	
☐	*Autohypnosis*	WIS		=		+	0	+	
☐	Balance* ◆	DEX		=		+	2	+	
☐	Bluff ◆	CHA		=		+	5	+	
☐	Climb* ◆	STR		=		+	0	+	
☐	Concentration ◆	CON	16	=	13	+	3	+	
☐	Craft (_____) ◆	INT		=		+	0	+	
☐	Craft (_____) ◆	INT		=		+	0	+	
☐	Craft (_____) ◆	INT		=		+	0	+	
☐	Decipher Script	INT		=		+	0	+	
☐	Diplomacy ◆	CHA		=		+	5	+	
☐	Disable Device	INT		=		+	0	+	
☐	Disguise ◆	CHA		=		+	5	+	
☐	Escape Artist* ◆	DEX		=		+	2	+	
☐	Forgery ◆	INT		=		+	0	+	
☐	Gather Information ◆	CHA		=		+	5	+	
☐	Handle Animal	CHA		=		+	5	+	
☐	Heal ◆	WIS		=		+	0	+	
☐	Hide* ◆	DEX		=		+	2	+	
☐	Intimidate ◆	CHA		=		+	5	+	
☐	Jump* ◆	STR		=		+	0	+	
☐	Knowledge (arcana)	INT	13	=	13	+	0	+	
☐	Knowledge (arch/eng)	INT		=		+	0	+	
☐	Knowledge (dungeoneering)	INT		=		+	0	+	
☐	Knowledge (geography)	INT		=		+	0	+	
☐	Knowledge (history)	INT		=		+	0	+	
☐	Knowledge (local)	INT		=		+	0	+	
☐	Knowledge (nature)	INT		=		+	0	+	
☐	Knowledge (nobility/royalty)	INT		=		+	0	+	
☐	Knowledge (the planes)	INT		=		+	0	+	
☐	*Knowledge (psionics)*	INT		=		+	0	+	
☐	Knowledge (religion)	INT		=		+	0	+	
☐	Knowledge (_____)	INT		=		+	0	+	
☐	Listen ◆	WIS		=		+	0	+	
☐	Move Silently* ◆	DEX		=		+	2	+	
☐	Open Lock	DEX		=		+	2	+	
☐	Perform (act) ◆	CHA		=		+	5	+	
☐	Perform (comedy) ◆	CHA		=		+	5	+	
☐	Perform (dance) ◆	CHA		=		+	5	+	
☐	Perform (keyboard) ◆	CHA		=		+	5	+	
☐	Perform (oratory) ◆	CHA		=		+	5	+	
☐	Perform (percussion) ◆	CHA		=		+	5	+	
☐	Perform (string instrument) ◆	CHA		=		+	5	+	
☐	Perform (wind instrument) ◆	CHA		=		+	5	+	
☐	Perform (sing) ◆	CHA		=		+	5	+	
☐	Perform (_____) ◆	CHA		=		+	5	+	
☐	Profession (_____)	WIS		=		+	0	+	
☐	Profession (_____)	WIS		=		+	0	+	
☐	*Psicraft*	INT		=		+	0	+	
☐	Ride ◆	DEX		=		+	2	+	
☐	Search ◆	INT		=		+	0	+	
☐	Sense Motive ◆	WIS		=		+	0	+	
☐	Sleight of Hand*	DEX		=		+	2	+	
☐	Spellcraft	INT	13	=	13	+	0	+	
☐	Spot ◆	WIS		=		+	0	+	
☐	Survival ◆	WIS		=		+	0	+	
☐	Swim* ◆	STR		=		+	0	+	
☐	Tumble*	DEX		=		+	2	+	
☐	Use Magic Device	CHA		=		+	5	+	
☐	*Use Psionic Device*	CHA		=		+	5	+	
☐	Use Rope ◆	DEX		=		+	2	+	

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

Empower Spell
Extend Spell
Point Blank Shot
Precise Shot
Quicken Spell

LANGUAGES

Initial languages = Common + automatic languages + Int bonus

Common

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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