# CHARACTER SHEET

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

**DUNGEONS & DRAGONS®**

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CHARACTER NAME _____     PLAYER NAME _____

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

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

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## ABILITY SCORES

**STR** _____ = _____ + _____ + _____ – _____ [ ] STRENGTH MODIFIER
STRENGTH   TOTAL   BASE SCORE + RACIAL MOD.   ENHANCEMENT BONUSES   MISC. BONUSES   MISC. PENALTIES

**DEX** _____ = _____ + _____ + _____ – _____ [ ] DEXTERITY MODIFIER
DEXTERITY   TOTAL   BASE SCORE + RACIAL MOD.   ENHANCEMENT BONUSES   MISC. BONUSES   MISC. PENALTIES

**CON** _____ = _____ + _____ + _____ – _____ [ ] CONSTITUTION MODIFIER
CONSTITUTION   TOTAL   BASE SCORE + RACIAL MOD.   ENHANCEMENT BONUSES   MISC. BONUSES   MISC. PENALTIES

**INT** _____ = _____ + _____ + _____ – _____ [ ] INTELLIGENCE MODIFIER
INTELLIGENCE   TOTAL   BASE SCORE + RACIAL MOD.   ENHANCEMENT BONUSES   MISC. BONUSES   MISC. PENALTIES

**WIS** _____ = _____ + _____ + _____ – _____ [ ] WISDOM MODIFIER
WISDOM   TOTAL   BASE SCORE + RACIAL MOD.   ENHANCEMENT BONUSES   MISC. BONUSES   MISC. PENALTIES

**CHA** _____ = _____ + _____ + _____ – _____ [ ] CHARISMA MODIFIER
CHARISMA   TOTAL   BASE SCORE + RACIAL MOD.   ENHANCEMENT BONUSES   MISC. BONUSES   MISC. PENALTIES

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## 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 | |

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## HIT POINTS

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**SPEED** _____     **INITIATIVE MODIFIER** _____

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

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## SAVING THROWS

| | TOTAL | | BASE SAVE | | ABILITY MODIFIER | | MAGIC MODIFIER | | MISC. MODIFIER | | TEMPORARY MODIFIER |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **FORTITUDE** (CONSTITUTION) | [ ] | = | [ ] | + | [ ] | + | [ ] | + | [ ] | + | [ ] |
| **REFLEX** (DEXTERITY) | [ ] | = | [ ] | + | [ ] | + | [ ] | + | [ ] | + | [ ] |
| **WILL** (WISDOM) | [ ] | = | [ ] | + | [ ] | + | [ ] | + | [ ] | + | [ ] |

**CONDITIONAL MODIFIERS**

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## 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 |
|------|----------|--------|
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### POSSESSIONS NOT ON PERSON

| ITEM | LOCATION | WEIGHT |
|------|----------|--------|
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| | | |

### 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)

### MONEY

## 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 + _____ + _____ + _____ + _____     TOUCH AC _____     FLAT-FOOTED AC _____
        TOTAL        DEX MODIFIER   SIZE MODIFIER   NATURAL ARMOR   MISC. MODIFIERS

### SAVING THROWS

FORTITUDE (CON) ☐

REFLEX (DEX) ☐

WILL (WIS) ☐

### ATTACKS

| WEAPON | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

GRAPPLE MODIFIER _____

PERSONALITY _____

### SKILLS

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

### FEATS

_____
_____
_____

### SPECIAL ABILITIES

_____
_____
_____
_____

### TRICKS

_____
_____
_____
_____

# 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 |