Character Sheet

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

Dungeons & Dragons®

Character name	Player name
Kelden of House Kundarak	

Class and level	ECL	Race/template	Size	Gender
Rogue 10	10	Dwarf	M	M

Alignment	Religion/patron deity	Height	Weight	Looks
LN	Sovereign Host	4' 1"	158	

Ability Scores

	Total	= Base score + racial mod.	+ Enhancement bonuses	+ Misc. bonuses	− Misc. penalties	Modifier
STR (Strength)	10	10				0
DEX (Dexterity)	18	14	4			4
CON (Constitution)	14	14				2
INT (Intelligence)	14	14				2
WIS (Wisdom)	8	8				-1
CHA (Charisma)	14	14				2

Combat Options

Base attack bonus 7

Weapon	Attack bonus	Damage	Critical	Range increment	Type	Notes/ammunition
+1 Merciful Rapier	+8/+3	1d6+1	18-20/x2		P	+1d6 nonlethal damage
+1 Hand Crossbow	+12	1d4+1	19-20/x2	30 ft.	P	40 bolts (20 cold iron)

Speed 20/x4 **Initiative modifier** +4

Grapple modifier 7 (total) = 7 (base attack bonus) + 0 (strength modifer) + 0 (size modifier) + ____ (misc. modifier)

Action points: 6, 9 max

Action roll: 2d6

Hit Points

62

Saving Throws

	Total	= Base save	+ Ability modifier	+ Magic modifier	+ Misc. modifier	+ Temporary modifier
Fortitude (Constitution)	6	3	2	1		
Reflex (Dexterity)	12	7	4	1		
Will (Wisdom)	3	3	-1	1		

Conditional modifiers
+2 on Fort saves vs. poison
+2 on saves vs spells/spell-like affects
+3 on Ref saves vs. traps

Armor Class

AC 20 (total) = 10 + 6 (armor bonus) + ____ (shield bonus) + 4 (dex modifier) + ____ (size modifier) + ____ (natural armor) + ____ (deflection modifier) + ____ (miscellaneous modifiers)

Touch AC 14 **Flat-footed AC** 16

Armor worn	Max dex	Armor check penalty	Weight
+1 Mithral Breastplate	+5	-1	15

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)		
+1 Merciful Rapier	Worn	2
+1 Hand Crossbow w/ 20 bolts and 20 cold iron bolts	Worn	6
Lens of Detection	Backpack	--
Wand of Cure Light Wounds (10 charges)	Backpack	--
Potion of Invisibility	Backpack	--
2 Tanglefoot Bags	Backpack	8
2 Flasks of Acid	Backpack	2
2 Flasks of Acidic Fire (ECS pg. 120)	Backpack	2
Masterwork Thieves Tools	Backpack	5
100 ft. Silk Rope	Backpack	5
5 Sacks (empty)	Backpack	--
Backpack	Worn	2
Fastplay Miniature Unlock:		
Dwarf Sniper (Blood War 3/60) When this miniature is used with this		
fastplay character, add the light fortification special ability to the +1		
mithral breastplate.		

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT

MAGIC ITEMS WORN

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

CARRYING CAPACITY

LIGHT LOAD:	33
MEDIUM LOAD:	66
HEAVY LOAD:	100

MONEY

Cash on Hand: 598 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 _____ 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 + _____ + _____ + _____ + _____

TOTAL; 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	7	=	5	+	2	+	
☐	*Autohypnosis*	WIS		=		+	-1	+	
☐	Balance* ◆	DEX	3	=		+	4	+	-1
☐	Bluff ◆	CHA	2	=		+	2	+	
☐	Climb* ◆	STR	-3	=		+	0	+	-3
☐	Concentration ◆	CON		=		+	2	+	
☐	Craft (_____) ◆	INT		=		+	2	+	
☐	Craft (_____) ◆	INT		=		+	2	+	
☐	Craft (_____) ◆	INT		=		+	2	+	
☐	Decipher Script	INT	15	=	13	+	2	+	
☐	Diplomacy ◆	CHA		=		+	2	+	
☐	Disable Device	INT	17	=	13	+	2	+	2
☐	Disguise ◆	CHA		=		+	2	+	
☐	Escape Artist* ◆	DEX	1	=		+	4	+	-3
☐	Forgery ◆	INT		=		+	2	+	
☐	Gather Information ◆	CHA	4	=		+	2	+	2
☐	Handle Animal	CHA		=		+	2	+	
☐	Heal ◆	WIS		=		+	-1	+	
☐	Hide* ◆	DEX	26	=	13	+	4	+	10
☐	Intimidate ◆	CHA		=		+	2	+	
☐	Jump* ◆	STR	-7	=		+	0	+	-7
☐	Knowledge (arcana)	INT		=		+	2	+	
☐	Knowledge (arch/eng)	INT		=		+	2	+	
☐	Knowledge (dungeoneering)	INT		=		+	2	+	
☐	Knowledge (geography)	INT		=		+	2	+	
☐	Knowledge (history)	INT		=		+	2	+	
☐	Knowledge (local)	INT	15	=	13	+	2	+	
☐	Knowledge (nature)	INT		=		+	2	+	
☐	Knowledge (nobility/royalty)	INT		=		+	2	+	
☐	Knowledge (the planes)	INT		=		+	2	+	
☐	*Knowledge (psionics)*	INT		=		+	2	+	
☐	Knowledge (religion)	INT		=		+	2	+	
☐	Knowledge (_____)	INT		=		+	2	+	
☐	Listen ◆	WIS		=		+	-1	+	
☐	Move Silently* ◆	DEX	26	=	13	+	4	+	9
☐	Open Lock	DEX	19	=	13	+	4	+	2
☐	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		=		+	2	+	
☐	Ride ◆	DEX		=		+	4	+	
☐	Search ◆	INT	22	=	13	+	2	+	7
☐	Sense Motive ◆	WIS		=		+	-1	+	
☐	Sleight of Hand*	DEX	14	=	13	+	4	+	-3
☐	Spellcraft	INT		=		+	2	+	
☐	Spot ◆	WIS		=		+	-1	+	
☐	Survival ◆	WIS		=		+	-1	+	
☐	Swim* ◆	STR	-6	=		+	0	+	-6
☐	Tumble*	DEX	14	=	13	+	4	+	-3
☐	Use Magic Device	CHA	10	=	8	+	2	+	
☐	*Use Psionic Device*	CHA		=		+	2	+	
☐	Use Rope ◆	DEX		=		+	4	+	

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 ft.
sneak attack +5d6
stonecunning
improved uncanny dodge
+1 to hit/damage vs. orcs/goblinoids
+4 dodge bonus to AC vs. giants
evasion
trapfinding
stability

FEATS

Dodge
Least Dragonmark (Warding CL 6)
+2 to Search checks; misdirection 1/day
Lesser Dragonmark (Warding CL 11)
nondetection 1/day
Greater Dragonmark (Warding CL 15)
Mordenkainen's Faithful Hound 1/day

LANGUAGES

Initial languages = Common + automatic languages + Int bonus

Common, Dwarf, Giant, 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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