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 5	10	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	Modifier
STR (Strength)	6	6				-2
DEX (Dexterity)	23	19	4			6
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 6

Weapon	Attack bonus	Damage	Critical	Range increment	Type	Notes/ammunition
+1 Cold Iron Rapier	+14/+9	1d4-1	18-20		P	Bane (human)
+1 Light Crossbow	+14/+9	1d6+1	19-20	80	P	See Equipment List
Dagger	+13/+8	1d3-2	19-20	10	SP	

Speed 30/x4

Initiative modifier 9

Grapple modifier 0 = +6 (base attack bonus) + -2 (strength modifier) + -4 (size modifier) + _____ (misc. modifier)

Action points

Action roll

Saving Throws

	Total	= Base save	+ Ability modifier	+ Magic modifier	+ Misc. modifier	+ Temporary modifier
Fortitude (Constitution)	6	2	2	2		
Reflex (Dexterity)	16	8	6	2		
Will (Wisdom)	3	2	-1	2		

Conditional modifiers

+2 vs. poison

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

Armor Class

AC 21 = 10 + 2 (armor bonus) + _____ (shield bonus) + 6 (dex modifier) + 1 (size modifier) + _____ (natural armor) + 1 (deflection modifier) + 1 (miscellaneous modifiers)

Touch AC 19

Flat-footed AC 15

Armor worn	Max dex	Armor check penalty	Weight

Shield carried	Max dex	Armor check penalty	Weight

Hit Points

62

Special Defenses

EXPERIENCE POINTS

GEAR

POSSESSIONS ON PERSON

ITEM	LOCATION	WEIGHT
Alchemist's Fire (x3)		
Bag of Caltrops		
Tanglefoot Bag		
Backpack		
50' Silk Rope		
MW Thieves' Tools		
Disguise Kit		
20 normal bolts		
20 silver bolts		
20 cold iron bolts		
Wand of Cure Light Wounds (10 charges)		
Vial of Drow Sleep Poison (DC 13, unconscious/unconscious 2d4 hours)		
Vial of Large Scorpion Venom (DC 18, 1d6 Str/1d6 Str)		
Oil of Bless Weapon		
Potion of Protection from Good		
Potion of Mage Armor (x2)		
Potion of Cure Light Wounds		
Explorer's Outfit		

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT
Fastplay Miniature Unlock		
Goblin Blackblade (Wardrums 30/60) When this miniature is used with		
this fastplay character, Flay can spend 2 action points and 1 ki to		
become ethereal for 1 round as the 10th level Ninja ability Ghost Step.		

MAGIC ITEMS WORN

HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)

EYES (EYE LENSES OR GOGGLES)

Hand of the Mage

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 +4

HANDS (GLOVES OR GAUNTLETS)

Bracers of Armor +2

ARMS/WRISTS (BRACERS OR BRACELETS)

BODY (ROBE OR SUIT OF ARMOR)

Vest of Resistance +2

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

Cash on Hand: 66 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: 1st-disguise self, feather fall, obscuring mist, true strike; 2nd-invisibility, pass without trace, spider climb; 3rd-false life, misdirection

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS
		0					5th		
4	14	1st	3	1			6th		
3	15	2nd	2	1			7th		
2	16	3rd	0	1			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		=		+	6	+	
☑	Bluff ◆	CHA	12	=	13	+	-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	18	=	13	+	3	+	2
☑	Disguise ◆	CHA	7	=	6	+	-1	+	2
☑	Escape Artist* ◆	DEX		=		+	6	+	
☑	Forgery ◆	INT		=		+	3	+	
☑	Gather Information ◆	CHA		=		+	-1	+	
☐	Handle Animal	CHA		=		+	-1	+	
☐	Heal ◆	WIS		=		+	-1	+	
☑	Hide* ◆	DEX	28	=	13	+	6	+	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	9	=	10	+	-1	+	
☑	Move Silently* ◆	DEX	28	=	13	+	6	+	9
☑	Open Lock	DEX	13	=	5	+	6	+	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	10	=		+	6	+	4
☑	Search ◆	INT	16	=	13	+	3	+	
☑	Sense Motive ◆	WIS		=		+	-1	+	
☑	Sleight of Hand*	DEX		=		+	6	+	
☐	Spellcraft	INT		=		+	3	+	
☑	Spot ◆	WIS	9	=	10	+	-1	+	
☐	Survival ◆	WIS		=		+	-1	+	
☑	Swim* ◆	STR		=		+	-2	+	
☑	Tumble*	DEX	19	=	13	+	6	+	
☑	Use Magic Device	CHA		=		+	-1	+	
☐	*Use Psionic Device*	CHA		=		+	-1	+	
☑	Use Rope ◆	DEX		=		+	6	+	

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 +3d6
Death Attack (DC 18)
Uncanny Dodge
Trapfinding
Improved Uncanny Dodge

FEATS

Combat Expertise
Weapon Finesse
Improved Feint
Improved Initiative

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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