

EXPERIENCE		
EXPERIENCE		
REQUIRED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECU

ARMOR/PROTECTIVE ITEMS

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

NOTES

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DUNGEONS & DRAGONS
CHARACTER SHEET

CHARACTER NAME _____

PLAYER	CLASS AND LEVEL	RACE
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[illegible]

STR STRENGTH AC ARMOR CLASS 10 + + + + + TOUCH ARMOR CLASS FLAT-FOOTED ARMOR CLASS

SKILLS						MAX RANKS (CLASS/CROSS-CLASS)
CLASS / SUBCLASS	Skill Name	Key	Skill	Ability	Ranks	Misc.
INT INTELLIGENCE						
DAMAGE						

$$\text{CHA} = \frac{\text{CHARISMA}}{\text{INITIATIVE MODIFIER}} + \text{TOTAL} = \text{DEX}^* + \text{CHA}$$

FORTITUDE	(CONSTITUTION)	=	+ + + + +	CRAFT ■ { _____ } INT	[] = + + +
REFLEX	(DEXTERITY)	=	+ + + + +	CRAFT ■ { _____ } INT	[] = + + +
				CRAFT ■ { _____ } INT	[] = + + +

BASE ATTACK BONUS **SPELL RESISTANCE** ☐ DIPLOMACY ☐ CHA = + +
☐ DISABLE DEVICE ☐ INT = + +
☐ DISGUISE ☐ WIS = + +

GRAPPLE WARRIOR **SPEED**

TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER				
					☐ GATHER INFORMATION	CHA		+ +
					☐ HANDLE ANIMAL	CHA		+ +
					☐ HEAL	WIS		+ +

RANGE	TYPE	NOTES

☐ INTIMIDATE ■ CHA
☐ JUMP ■ STR*
☐ KNOWLEDGE /

☐ = + +
☐ = + +
☐ = + +

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

[illegible]

AMMUNITION

[]	[]	[]	[]	[]
[]	[]	[]	[]	[]

ATTACK

LIGHTNING	LIGHTNING	LIGHTNING
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☐ OPEN LOCK DEX [] = + +
☐ PERFORM ■ (———) CHA [] = + +
☐ REFORM ■ (———) INT [] = + +

[illegible]

AMMUNITION

ATTACK

ATTACK BONUS	DAMAGE	CRITICAL

☐ RIDE ■ DEX = + +
☐ SEARCH ■ INT = + +
☐ SENSE MOTIVE ■ WIS = + +

RANGE	TYPE	NOTES
		☐ SLEIGHT OF HAND ☐ SPELLCRAFT ☐ SPOT ■

[illegible]

RANGE	TYPE	NOTES

☐ USE MAGIC DEVICE
☐ USE ROPE ■

CHA = + +
 DEX = + +

[illegible]

[illegible]

MAGIC ITEM

MAGIC ITEM	REFERENCE

FACE
Goggles, lenses, masks, spectacles, third eyes.

MAGIC ITEM

MAGIC ITEM	REFERENCE

TORSO
Amulets, badges, brooches, collars, medals, medallions, necklaces, pendants, periapts, scarabs, scarfs, torcs.

MAGIC ITEM

MAGIC ITEM	REFERENCE

BODY
Armor, robes.

MAGIC ITEM

MAGIC ITEM	REFERENCE

HANDS
Gauntlets, gloves.

MAGIC ITEM

MAGIC ITEM	REFERENCE

WAIST
Belts, girdles, sashes.

MAGIC ITEM

MAGIC ITEM	REFERENCE

FEET
Boots, sandals, shoes, slippers.

MAGIC ITEM

MAGIC ITEM	REFERENCE

MAGIC ITEM

MAGIC ITEM	REFERENCE

HEAD
Circlets, crowns, hats, headbands, helmets, phylacteries.

MAGIC ITEM

MAGIC ITEM	REFERENCE

SHOULDERS
Capas, cloaks, mantles, shawls.

MAGIC ITEM

MAGIC ITEM	REFERENCE

TORSO
Shirts, tunics, vests, vestments.

MAGIC ITEM

MAGIC ITEM	REFERENCE

ARMS
Armbands, bracelets, bracers.

MAGIC ITEM

MAGIC ITEM	REFERENCE

RINGS

MAGIC ITEM

MAGIC ITEM	REFERENCE

MAGIC ITEM

MAGIC ITEM	REFERENCE

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

MONEY
CP—
SP—
GP—
PP—
OTHER

[illegible][illegible]

NOTES

SPELL SAVE ☐ **DC MOD** ☐ **ARCANE SPELL FAILURE** ☐

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
		0		
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

SPECIALTY SCHOOL

PROHIBITED SCHOOLS