

# CHARACTER BACKGROUND

YOUR PERSONALITY:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

YOUR LIFE SO FAR:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

YOUR BIRTHPLACE AND CONNECTIONS TO YOUR ORIGIN:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

YOUR FAMILY AND FAMILY RELATIONS:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

YOUR LOOKS (ANYTHING NOTICEABLE):

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

YOU LIKE (INCL. HOBBIES, IF ANY):

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

YOU DISLIKE (INCL. PHOBIAS, IF ANY):

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

YOU WOULD NEVER DO (MORAL):

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

YOU WOULD LIKE TO ACHIEVE IN FUTURE (PERSONAL AIMS AND DREAMS):

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

QUOTES:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

CONTACTS / FRIENDS:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

ENEMIES:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

ADDITIONAL NOTES:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

INFORMATIONS / STATS

PLAYER NAME: \_\_\_\_\_

CAMPAIGN: \_\_\_\_\_

DATE CREATED: \_\_\_\_\_

DUNGEON MASTER: \_\_\_\_\_

CHARACTER NAME: \_\_\_\_\_ RACE: \_\_\_\_\_

AGE / BIRTHDAY: \_\_\_\_\_ GENDER: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

ORIGIN: \_\_\_\_\_ RESIDENCE: \_\_\_\_\_ PATRON / DEITY: \_\_\_\_\_

LANGUAGES (INITIAL LANGUAGES: COMMON + RACIAL + ONE PER INT MODIFIER)

HEIGHT / SIZE: \_\_\_\_\_

WEIGHT: \_\_\_\_\_

SKIN: \_\_\_\_\_

EYES: \_\_\_\_\_

HAIR: \_\_\_\_\_

|                            | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER | EXPERIENCE POINTS |
|----------------------------|---------------|------------------|-------------|----------------|-------------------|
| <b>STR</b><br>STRENGTH     |               |                  |             |                |                   |
| <b>DEX</b><br>DEXTERITY    |               |                  |             |                |                   |
| <b>CON</b><br>CONSTITUTION |               |                  |             |                |                   |
| <b>INT</b><br>INTELLIGENCE |               |                  |             |                |                   |
| <b>WIS</b><br>WISDOM       |               |                  |             |                |                   |
| <b>CHA</b><br>CHARISMA     |               |                  |             |                |                   |

TOTAL HIT POINTS: \_\_\_\_\_

MASSIVE DAMAGE: \_\_\_\_\_

HEALING RATE: \_\_\_\_\_ CURRENT HP / WOUNDS NONLEATHAL DAMAGE: \_\_\_\_\_

ARMOR CLASS = 10 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

ARMOR BONUS: \_\_\_\_\_ SHIELD BONUS: \_\_\_\_\_ DEX. MODIFIER: \_\_\_\_\_ SIZE MODIFIER: \_\_\_\_\_ NATURAL DEFLECT. ARMOR MODIFIER: \_\_\_\_\_ MISC. MOD.:

ARMOR / PROTECTIVE ITEMS / DAMAGE VULNERABILITIES

| Tough Attacks | Flat Footed | Damage Reduct. | Dex. Bonus | Miss Chance | Spell Failure | Check Penalty | Spell Resist. | Power Resist. |
|---------------|-------------|----------------|------------|-------------|---------------|---------------|---------------|---------------|
|               |             |                |            |             |               |               |               |               |

**INITIATIVE** (DEXTERITY): TOTAL = \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_

ABILITY MODIFIER: \_\_\_\_\_ MISC. MODIFIER: \_\_\_\_\_ CURRENT INITIATIVE: \_\_\_\_\_ ROUNDS PASSED: \_\_\_\_\_

**FORTITUDE** (CONSTITUTION): TOTAL = \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

BASE SAVE: \_\_\_\_\_ ABILITY MODIFIER: \_\_\_\_\_ MAGIC MODIFIER: \_\_\_\_\_ MISC. MODIFIER: \_\_\_\_\_ TEMP. MODIFIER: \_\_\_\_\_

**REFLEX** (DEXTERITY): TOTAL = \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

BASE SAVE: \_\_\_\_\_ ABILITY MODIFIER: \_\_\_\_\_ MAGIC MODIFIER: \_\_\_\_\_ MISC. MODIFIER: \_\_\_\_\_ TEMP. MODIFIER: \_\_\_\_\_

**WILL** (WISDOM): TOTAL = \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

BASE SAVE: \_\_\_\_\_ ABILITY MODIFIER: \_\_\_\_\_ MAGIC MODIFIER: \_\_\_\_\_ MISC. MODIFIER: \_\_\_\_\_ TEMP. MODIFIER: \_\_\_\_\_

**MELEE** (STRENGTH): TOTAL = \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

ABILITY MODIFIER: \_\_\_\_\_ SIZE MOD. MOD. MOD.: \_\_\_\_\_ MISC. MOD.: \_\_\_\_\_ BASE ATTACK BONUS: \_\_\_\_\_

**RANGED** (DEXTERITY): TOTAL = \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

ABILITY MODIFIER: \_\_\_\_\_ SIZE MOD. MOD. MOD.: \_\_\_\_\_ MISC. MOD.: \_\_\_\_\_ BASE ATTACK BONUS: \_\_\_\_\_

**GRAPPLE** (STRENGTH): TOTAL = \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

ABILITY MODIFIER: \_\_\_\_\_ SIZE MOD. MOD. MOD.: \_\_\_\_\_ MISC. MOD.: \_\_\_\_\_ BASE ATTACK BONUS: \_\_\_\_\_

ADDITIONAL ATTACKS: -5 -10 -15

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|--------|--------------|--------|----------|-------|------|------|
|        |              |        |          |       |      |      |

NOTES: \_\_\_\_\_

AMMUNITION: ○○○○ ○○○○ ○○○○

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|--------|--------------|--------|----------|-------|------|------|
|        |              |        |          |       |      |      |

NOTES: \_\_\_\_\_

AMMUNITION: ○○○○ ○○○○ ○○○○

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|--------|--------------|--------|----------|-------|------|------|
|        |              |        |          |       |      |      |

NOTES: \_\_\_\_\_

AMMUNITION: ○○○○ ○○○○ ○○○○

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|--------|--------------|--------|----------|-------|------|------|
|        |              |        |          |       |      |      |

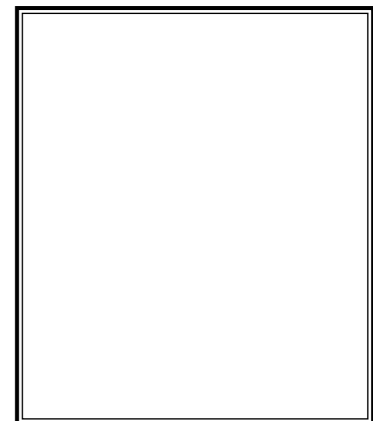
NOTES: \_\_\_\_\_

AMMUNITION: ○○○○ ○○○○ ○○○○

| CLASS | DIE TYPE | LEVEL |
|-------|----------|-------|
| 1     |          |       |
| 2     |          |       |
| 3     |          |       |
| 4     |          |       |

EFFECTIVE CHARACTER LEVEL: \_\_\_\_\_

CHARACTER SKETCH / SYMBOL



**SKILLS**  
 MAX. RANKS: LVL+3  
 CROSSCLASS: RANKS/2

|   | MODIFIER | TOTAL | ABILITY | RANKS | FEATS / RACIAL |
|---|----------|-------|---------|-------|----------------|
| <input type="checkbox"/> APPRAISE ■           | INT      |       |         |       |                |
| <input type="checkbox"/> AUTOHYPNOSIS         | WIS      |       |         |       |                |
| <input type="checkbox"/> BALANCE* ■           | -DEX     |       |         |       |                |
| <input type="checkbox"/> BLUFF ■              | CHA      |       |         |       |                |
| <input type="checkbox"/> CLIMB ■              | STR      |       |         |       |                |
| <input type="checkbox"/> CONCENTRATION ■      | CON      |       |         |       |                |
| <input type="checkbox"/> CRAFT ■ ( _____ )    | INT      |       |         |       |                |
| <input type="checkbox"/> CRAFT ■ ( _____ )    | INT      |       |         |       |                |
| <input type="checkbox"/> DECIPHER SCRIPT      | INT      |       |         |       |                |
| <input type="checkbox"/> DIPLOMACY ■          | CHA      |       |         |       |                |
| <input type="checkbox"/> DISABLE DEVICE       | INT      |       |         |       |                |
| <input type="checkbox"/> DISGUISE ■           | CHA      |       |         |       |                |
| <input type="checkbox"/> ESCAPE ARTIST* ■     | -DEX     |       |         |       |                |
| <input type="checkbox"/> FORGERY ■            | INT      |       |         |       |                |
| <input type="checkbox"/> GATHER INFORMATION ■ | CHA      |       |         |       |                |
| <input type="checkbox"/> HANDLE ANIMAL        | CHA      |       |         |       |                |
| <input type="checkbox"/> HEAL ■               | WIS      |       |         |       |                |
| <input type="checkbox"/> HIDE* ■              | -DEX     |       |         |       |                |
| <input type="checkbox"/> INTIMIDATE ■         | CHA      |       |         |       |                |
| <input type="checkbox"/> JUMP* ■              | -STR     |       |         |       |                |
| <input type="checkbox"/> KNOWLEDGE ( _____ )  | INT      |       |         |       |                |
| <input type="checkbox"/> KNOWLEDGE ( _____ )  | INT      |       |         |       |                |
| <input type="checkbox"/> KNOWLEDGE ( _____ )  | INT      |       |         |       |                |
| <input type="checkbox"/> KNOWLEDGE ( _____ )  | INT      |       |         |       |                |
| <input type="checkbox"/> LISTEN ■             | WIS      |       |         |       |                |
| <input type="checkbox"/> MOVE SILENTLY* ■     | -DEX     |       |         |       |                |
| <input type="checkbox"/> OPEN LOCK            | DEX      |       |         |       |                |
| <input type="checkbox"/> PERFORM ( _____ )    | CHA      |       |         |       |                |
| <input type="checkbox"/> PERFORM ( _____ )    | CHA      |       |         |       |                |
| <input type="checkbox"/> PROFESSION ( _____ ) | WIS      |       |         |       |                |
| <input type="checkbox"/> PSICRAFT             | INT      |       |         |       |                |
| <input type="checkbox"/> RIDE ■               | DEX      |       |         |       |                |
| <input type="checkbox"/> SEARCH ■             | INT      |       |         |       |                |
| <input type="checkbox"/> SENSE MOTIVE ■       | WIS      |       |         |       |                |
| <input type="checkbox"/> SLEIGHT OF HAND* ■   | -DEX     |       |         |       |                |
| <input type="checkbox"/> SPEAK LANGUAGE       | INT      |       |         |       |                |
| <input type="checkbox"/> SPELLCRAFT           | INT      |       |         |       |                |
| <input type="checkbox"/> SPOT ■               | WIS      |       |         |       |                |
| <input type="checkbox"/> SURVIVAL ■           | WIS      |       |         |       |                |
| <input type="checkbox"/> SWIM* ■ 2x           | -STR     |       |         |       |                |
| <input type="checkbox"/> TUMBLE*              | -DEX     |       |         |       |                |
| <input type="checkbox"/> USE MAGIC DEVICE     | CHA      |       |         |       |                |
| <input type="checkbox"/> USE PSIONIC DEVICE   | CHA      |       |         |       |                |
| <input type="checkbox"/> USE ROPE ■           | DEX      |       |         |       |                |
| <input type="checkbox"/>                      |          |       |         |       |                |
| <input type="checkbox"/>                      |          |       |         |       |                |
| <input type="checkbox"/>                      |          |       |         |       |                |

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