Dungeons & Dragons®

NAME
RACE
CLASSES/LEVELS

BBN	BRD	CLR	DRD	FTR	MNK
PAL	RGR	ROG	SRC	WIZ	

PRESTIGE CLASS/LEVEL
CHARACTER LEVEL
ALIGNMENT
DEITY/SYMBOL

Gender M / F
Age yrs
Height ' "
Weight lbs
Size

ABILITIES

		Modifier
	STR	
	DEX	
	CON	
	INT	
	WIS	
	CHA	

SAVING THROWS

Fortitude Base + CON + Magic + Misc

Reflex Base + DEX + Magic + Misc

Will Base + WIS + Magic + Misc

SKILLS AND BENEFITS

Class and Racial Benefits, Special Abilities, languages, etc.

Feats

Trained Skills

	Rating		Ranks		Ability		Misc	Key Ability	Cross Class	Class Excl
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐

	Rating		Ranks		Ability		Misc	Key Ability	Cross Class	Class Excl
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐
		=		+		+			☐	☐

Skill Points Per Level

Class A = Class + INT
Class B = Class + INT
Class C = Class + INT

Maximum Skill Ranks

Class Skills = Character Level + 3
Cross-Class = (Character Level + 3)/2

Class A exclusive = Class Level + 3
Class B exclusive = Class Level + 3
Class C exclusive = Class Level + 3

COMBAT AND WEAPONS

Initiative Modifier DEX + Magic + Misc

Melee Attack Bonus Base + STR + Size + Misc

Base Attack Bonus Class A + Class B + Class C

Ranged Attack Bonus Base + DEX + Size + Misc

HIT POINTS

Total

HP Bonus Per Level: CON

Current

Subdual

ARMOR CLASS

Armor Class

10 + Base + Armor + Shield + DEX + Size + Misc

Weapons

	Total Attack Bonus	(Melee/Ranged Attack Bonus	Hand Use Bonus/Penalty	Feat Bonus	Misc./Magic Bonus)	Total Damage	(Weapon Damage	STR Bonus	Misc./Magic Bonus)	Critical	Range Increment (ft)	Weight (lbs)	Type
		(=	+	+	+)		(=	+	+/x)				
		(=	+	+	+)		(=	+	+/x)				
		(=	+	+	+)		(=	+	+/x)				
		(=	+	+	+)		(=	+	+/x)				
		(=	+	+	+)		(=	+	+/x)				
		(=	+	+	+)		(=	+	+/x)				
		(=	+	+	+)		(=	+	+/x)				

Combat Notes

Base Attack Bonus for 2nd, 3rd, and 4th Attacks

Ammunition

Supplies and Equipment

Item	Weight (lbs)
Outfit ( )	N/A
Weapons	
Armor	

Armor and Shields

Armor/Shield			Worn ☐	Armor Bonus	Magic Bonus
Max DEX	Armor Check Penalty	Spell Failure %		Speed Ft	Weight lbs

Armor/Shield			Worn ☐	Armor Bonus	Magic Bonus
Max DEX	Armor Check Penalty	Spell Failure %		Speed Ft	Weight lbs

Armor/Shield			Worn ☐	Armor Bonus	Magic Bonus
Max DEX	Armor Check Penalty	Spell Failure %		Speed Ft	Weight lbs

Armor/Shield			Worn ☐	Armor Bonus	Magic Bonus
Max DEX	Armor Check Penalty	Spell Failure %		Speed Ft	Weight lbs

Magic Items

Treasure

CP GP

SP PP

Gems, Precious Items, and Other Wealth

Total Weight of All Equipment, Weapons, Armor, and Treasure _____ lbs

Animals and Familiars

	Species	HD	AC	HP Total / Current	Attack Bonus	Damage	INT	Abilities
				/				
				/				
				/				

Notes, History, Etc.

Turning Undead

Turnings Per Day ( ) = CHA + Feat + 3

Turning Check = CHA

Turning Damage ( ) = CHA + Cleric Level — Add this to 2d6.

Movement

Light Load	-	lbs
Medium Load	-	lbs
Heavy Load	-	lbs
Current Load		**lbs**
Current Load	light / Medium / Heavy	
Max Dex		
Check Penalty		
Speed		Ft
Run	X	

Experience

Multiclass Penalty _____ %

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NAME

SPELL CLASS

BRD ☐ CLR ☐ DRD ☐ PAL ☐ RGR ☐ SRC ☐ WIZ ☐

PRESTIGE ☐

NOTES

CASTING

Max Spell Level (INT / WIS / CHA - 10) =

0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

Spells Known

Spells Per Day

DC To Save Against

DOMAINS

Domain Powers

Domain Powers

SPELL BOOK / KNOWN SPELLS / PREPARED SPELLS

Number Memorized	Spells	Spell Level	Book & Page Reference	Number Memorized	Spells	Spell Level	Book & Page Reference

SPELL BOOK / KNOWN SPELLS

Number Memorized	Spells	Spell Level	Book & Page Reference

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