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 ( )

Base 10 + 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

Number Memorized	Spells	Spell Level	Book & Page Reference

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