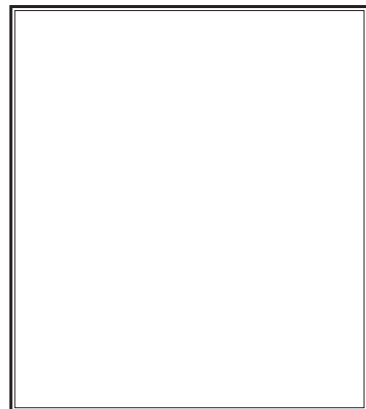


CHARACTER NAME \_\_\_\_\_ RACE / SUBTYPE \_\_\_\_\_  
 AGE / BIRTHDAY \_\_\_\_\_ GENDER \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 ORIGIN \_\_\_\_\_ RESIDENCE \_\_\_\_\_ PATRON / DEITY \_\_\_\_\_  
 LANGUAGES (INITIAL LANGUAGES: AUTOMATIC + HOME REGION + ONE PER INT MODIFIER)

HEIGHT / SIZE \_\_\_\_\_  
 WEIGHT \_\_\_\_\_  
 SKIN \_\_\_\_\_  
 EYES \_\_\_\_\_



STR STRENGTH	ABILITY SCORE	ABILITY MODIFIER	=	BASE SCORE	+	LEVEL ADV.	+	MAG. ENH.	-	DMG./DRAIN		EXPERIENCE POINTS	PENALTY
DEX DEXTERITY			=		+		+		-			TOTAL HIT POINTS	
CON CONSTITUTION			=		+		+		-			TEMP. HIT POINTS	
INT INTELLIGENCE			=		+		+		-			MASSIVE DAMAGE	
WIS WISDOM			=		+		+		-			HEALING RATE	
CHA CHARISMA			=		+		+		-			CURRENT HITPOINTS NONLETHAL DAMAGE	

1. MODIFIERS, 2. RACIAL & AGING, 3. DRAIN & DAMAGE

HAIR \_\_\_\_\_

CLASS	HIT	DIE	LEVEL
1			
2			
3			

LEVEL ADJUSTMENT \_\_\_\_\_  
 EFFECTIVE CHARACTER LEVEL \_\_\_\_\_

## SKILLS

MAX. RANKS LVL+3  
 CROSSCLASS: RANKS/2

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

FORTITUDE CONSTITUTION	TOTAL	ABILITY MODIFIER	MAGIC MOD.	MISC. MOD.	TEMP. MOD.	BASE SAVES
						1 2 3
REFLEX DEXTERITY						
WILL WISDOM						

1. CONDITIONAL MODIFIERS, 2. RESISTANCES, 3. IMMUNITIES

INITIATIVE DEXTERITY	TOTAL	ABILITY MOD.	MISC. MOD.	TEMP. MOD.	CURRENT INITIATIVE	ROUNDS PASSED
						○○○○○○○○○○

MELEE STRENGTH	TOTAL	ABILITY MOD.	SIZE MOD.	MISC. MOD.	BASE ATTACK BONUSES
RANGED DEXTERITY					1 2 3
GRAPPLE STRENGTH					

ADDITIONAL ATTACKS AT TOTAL B.A.B. -5 -10 -15

### ATTACKS

	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
0 Unarmed Strike						
1						
2						
3						
4						
5						

NOTES / CONDITIONAL MODIFIERS

I	○○○○ ○○○○ ○○○○
II	○○○○ ○○○○ ○○○○
III	○○○○ ○○○○ ○○○○

AMMUNITION

ARMOR CLASS	ARMOR BONUS	SHIELD BONUS	NATURAL ARMOR	DEX. MODIFIER	DEFLECT. BONUS	SIZE MODIFIER	MISC. MOD.	TEMP. MOD.

1. ARMOR & PROTECTIVE ITEMS, 2. PROTECTIVE ABILITIES, 3. DAMAGE VULNERABILITIES

TOUCH ATTACKS	FLAT FOOTED	TOTAL DEFENSE	DAMAGE REDUCT.	MAX. DEX.	MISS CHANCE	SPELL FAILURE	CHECK PENALTY	SPELL RESIST.	POWER RESIST.

■ DENOTES A SKILL THAT CAN BE USED UNTRAINED  
 ○ CHECK IF THE SKILL IS A CLASS SKILL FOR YOUR CHARACTER  
 \* ARMOR CHECK PENALTY, IF ANY, APPLIES (DOUBLE PENALTY FOR SWIM)  
 USE THE CORRESPONDING LINE TO NOTE THE ARMOR CHECK PENALTY MODIFIER



SPELLS / POWERS

SHORT: 25FT. [ ] MEDIUM: 100FT. [ ] LONG: 400FT. [ ]  
+ 5FT./2 LVL [ ] + 10FT./LVL [ ] + 40FT./LVL [ ]

NO PSIONIC POWERS AT THIS LEVEL: 0 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

POWER POINT COST: 1 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

POWER POINT COST: 3 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

POWER POINT COST: 5 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

POWER POINT COST: 7 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

POWER POINT COST: 9 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

POWER POINT COST: 11 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

POWER POINT COST: 13 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

POWER POINT COST: 15 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

POWER POINT COST: 17 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
SPELLS PREPARED SPONTANEOUS SPELLS CASTED: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

MAGIC / PSI ABILITY MODIFIER POINTS / DAY Misc. MOD.

POWER POINTS [ ] = [ ] + [ ] + [ ]

SAVE DC MODIFIER [ ] = [ ] + 10 + [ ]

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

SCHOOL / DOMAIN / DISCIPLINE [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
PROHIBITED SCHOOLS [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
CURRENT POINTS [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

MODIFIERS

SAVE DC	SPELL LEVEL	TOTAL SPELLS	SPELLS / DAY	ABILITY BONUS	BONUS SPELLS	TOTAL KNOWN
[ ]	0	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	1ST	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	2ND	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	3RD	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	4TH	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	5TH	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	6TH	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	7TH	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	8TH	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	9TH	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	10	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	11	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	12	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	13	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	14	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	15	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	16	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	17	[ ]	[ ]	[ ]	[ ]	[ ]

NOTES\*

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

\*SPECIAL & METAMAGIC COMPONENTS, SPELL POINTS, ET AL.

TURN UNDEAD ABILITY MOD. LEVEL Misc. MOD.  
TIMES / DAY [ ] = 3 + [ ] + [ ]  
CHECK [ ] + d20 = [ ] + [ ]  
DAMAGE [ ] + 2d6 = [ ] + [ ] + [ ]  
MOST POWERFUL UNDEAD AFFECTED  
0 1-3 4-6 7-9 10-12 13-15 16-18 19-21 22+  
-4 -3 -2 -1 LEVEL +1 +2 +3 +4

MAGIC ITEMS & ABILITIES\*

	TYPE	SAVE	SAVE DC	CL	CHARGES / DAILY USES
1					
2					
3					
4					
5					
6					
7					
8					

\*SPELL-LIKE ABILITIES, RINGS, RODS, STAFFS, WANDS, WONDROUS ITEMS, ET AL.

ANIMAL COMPANION / FAMILIAR / PSICRYSTAL

NAME [ ] RACE / CLASS [ ] LEVEL / HD [ ] [ ]  
ABILITY SCORE STR [ ] DEX [ ] CON [ ] INT [ ] WIS [ ] CHA [ ]  
INI [ ] SPEED [ ] AC [ ] FORT [ ] REF [ ] WILL [ ]  
ATTACK [ ] MODIFIERS [ ] DAMAGE [ ] HITPOINTS [ ]

# CHARACTER BACKGROUND

WHAT IS YOUR PERSONALITY?

---

---

---

---

---

---

---

---

WHAT DID YOU DO IN YOUR LIFE BEFORE YOU BECAME AN ADVENTURER?

---

---

---

---

---

---

---

---

WHERE ARE YOU FROM AND WHAT ARE YOUR CONNECTIONS TO YOUR ORIGIN?

---

---

---

---

---

---

---

---

WHAT IS YOUR FAMILY LIKE?

---

---

---

---

---

---

---

---

WHAT DO YOU LOOK LIKE? (INCL. ANYTHING NOTICEABLE)

---

---

---

---

---

---

---

---

WHAT DO YOU LIKE AND DISLIKE? (INCL. HOBBIES & PHOBIAS, IF ANY)

---

---

---

---

---

---

---

---

WHAT WOULD YOU NEVER DO? (ETHICS)

---

---

---

---

---

---

---

---

WHAT WOULD YOU LIKE TO ACHIEVE IN THE FUTURE? (PERSONAL AIMS AND DREAMS)

---

---

---

---

---

---

---

---

WHO DO YOU LOVE AND HATE?

---

---

---

---

---

---

---

---

WHO ARE YOUR BEST FRIENDS AND WORST ENEMIES?

---

---

---

---

---

---

---

---

HOW RELIGIOUS ARE YOU?

---

---

---

---

---

---

---

---

WHAT ARE YOUR PRIZED POSSESSIONS?

---

---

---

---

---

---

---

---

QUOTES:

---

---

---

---

---

---

---

---

ADDITIONAL NOTES:

---

---

---

---

---

---

---

---

INFORMATIONS / STATS

PLAYER NAME:	<hr/> <hr/>
CAMPAIGN:	<hr/> <hr/>
DATE CREATED:	<hr/> <hr/>
DUNGEON MASTER:	<hr/> <hr/>

ALTHOUGH THIS PART OF THE SHEET IS NOT NEEDED TO PLAY D&D, IT IS RECOMMENDED TO USE IT. IT WILL GIVE YOU A BETTER IDEA OF YOUR CHARACTERS GENERAL BEHAVIOUR, REACTIONS AND ATTITUDES. AFTER ALL, THIS IS A SO CALLED ROLE-PLAY. (BUT KEEP IN MIND, YOUR CHARACTER IS JUST A FICTIONAL CONSTRUCT DEFINED BY NUMBERS.)  
LEGAL INFORMATION: NOT TO BE SOLD. PERMISSION GRANTED TO PRINT AND PHOTOCOPY FOR PERSONAL USE ONLY. WWW.SUNRAINSTUDIOS.COM  
DUNGEONS&DRAGONS, FORGOTTEN REALMS, EBERRON AND D20 LOGOS ARE REGISTERED TRADEMARKS OF WIZARDS OF THE COAST, INC.

*Dungeons & Dragons 3.5 Character Record Sheet by S. Eulig*



5TH  
MAY  
2007