

FEATS*

1ST
2ND
3RD
4TH
5TH
6TH
7TH

* AND FLAWS

CLASS ABILITIES

Empty lines for class abilities

RACIAL ABILITIES*

Empty lines for racial abilities

* AND QUIRKS

CHARACTER BACKGROUND

WHAT IS YOUR PERSONALITY?

Empty lines for personality

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

Empty lines for past life

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

Empty lines for origin

WHAT IS YOUR FAMILY LIKE?

Empty lines for family

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

Empty lines for appearance

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

Empty lines for likes/dislikes

WHAT WOULD YOU NEVER DO? (ETHICS)

Empty lines for ethics

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

Empty lines for future goals

WHO DO YOU LOVE AND HATE?

Empty lines for relationships

WHO ARE YOUR BEST FRIENDS AND WORST ENEMIES?

Empty lines for friends/enemies

QUOTES:

Empty lines for quotes

ADDITIONAL NOTES:

Empty lines for additional notes

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.)

INFORMATIONS / STATS

PLAYER NAME:
CAMPAIGN:
DATE CREATED:
DUNGEON MASTER:
IN CASE OF LOSS, PLEASE RETURN TO:
AS A REWARD: \$

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CHARACTER NAME
RACE / SUBTYPE
HEIGHT / SIZE
AGE / BIRTHDAY
GENDER
ALIGNMENT
WEIGHT
ORIGIN
RESIDENCE
PATRON / DEITY
SKIN
LANGUAGES (INITIAL LANGUAGES: AUTOMATIC + HOME REGION + ONE PER INT MODIFIER)
EYES

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

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

INITIATIVE
MELEE
RANGED
GRAPPLE
DEXTERITY
STRENGTH
DEXTERITY
STRENGTH
TOTAL
ABILITY MOD.
MISC. MOD.
TEMP. MOD.
CURRENT INITIATIVE
ROUNDS PASSED
BASE ATTACK BONUSES
1 2 3
ADDITIONAL ATTACKS AT TOTAL B.A.B. -5 -10 -15

ATTACKS table with columns: ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, SIZE. Includes Unarmed Strike and numbered entries.

NOTES / CONDITIONAL MODIFIERS
I
II
III

ARMOR CLASS
ARMOR BONUS
SHIELD BONUS
NATURAL ARMOR BONUS
DEX. DEFLECT. BONUS
SIZE MOD.
MISC. MOD.
TEMP. MOD.
1 2 3

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

HAIR
CLASS
HIT DIE LEVEL
1 2 3
LEVEL ADJUSTMENT
EFFECTIVE CHARACTER LEVEL

SKILLS

SKILLS table with columns: MAX. RANKS LVL+3, CROSSCLASS: RANKS/2, CORRESPONDING CHARACTER CLASS, MODIFIER, TOTAL, ABILITY, RANKS, FEATS & RACIAL ITEMS & MISC.

■ 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

ARMOR & PROTECTIVE ITEMS		TYPE	AC BONUS	MAX. DEX.	CHECK PENALTY	SPELL FAILURE	SPEED
1						%	<i>ft.</i>
2						%	<i>ft.</i>
3						%	<i>ft.</i>
4						%	<i>ft.</i>

EQUIPMENT & INVENTORY

LOCATION	VALUE	WEIGHT
Head		
Face		
Neck		
Shoulders		
Torso		
Arms		
Hands		
Finger		
Finger		
Waist		
Legs		
Feet		
Armor		
Shield		
Hand		
Offhand		
TOTAL		

MAGIC / PSI

POWER POINTS = + +

SAVE DC MODIFIER = + 10 +

SCHOOL / DOMAIN(s) / DISCIPLINE

PROHIBITED SCHOOLS

CURRENT POINTS

SAVE DC	SPELL LEVEL	TOTAL SPELLS	SPELLS / DAY	ABILITY MOD.	BONUS SPELLS	TOTAL SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	=	<input type="text"/>	+ 0	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	10	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	11	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	12	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	13	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	14	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	15	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	16	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	17	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	<input type="text"/>

MODIFIERS

NOTES

Notes area for tracking magic/psi progress.

SPELLS / POWERS

NO PSIONIC POWERS AT THIS LEVEL	SHORT: 25FT. + 5FT./2 LVL	MEDIUM: 100FT. + 10FT./LVL	LONG: 400FT. + 40FT./LVL
0	<input type="text"/>	<input type="text"/>	<input type="text"/>
1	<input type="text"/>	<input type="text"/>	<input type="text"/>
2	<input type="text"/>	<input type="text"/>	<input type="text"/>
3	<input type="text"/>	<input type="text"/>	<input type="text"/>
4	<input type="text"/>	<input type="text"/>	<input type="text"/>
5	<input type="text"/>	<input type="text"/>	<input type="text"/>
6	<input type="text"/>	<input type="text"/>	<input type="text"/>
7	<input type="text"/>	<input type="text"/>	<input type="text"/>
8	<input type="text"/>	<input type="text"/>	<input type="text"/>
9	<input type="text"/>	<input type="text"/>	<input type="text"/>
10	<input type="text"/>	<input type="text"/>	<input type="text"/>
11	<input type="text"/>	<input type="text"/>	<input type="text"/>
12	<input type="text"/>	<input type="text"/>	<input type="text"/>
13	<input type="text"/>	<input type="text"/>	<input type="text"/>
14	<input type="text"/>	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>	<input type="text"/>
16	<input type="text"/>	<input type="text"/>	<input type="text"/>
17	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPONTANEOUS SPELLS CASTED:

SCHOOLS: ABJURATION (ABJ), CONJURATION (CON), DIVINATION (DIV), ENCHANTMENT (ENC), EVOCATION (EVO), ILLUSION (ILL), NECROMANCY (NEC), TRANSMUTATION (TRA)
 RANGE: PERSONAL (PE), TOUCH (TO), CLOSE (CL), MEDIUM (ME), LONG (LO) • AREA: AREA (A), CONE (C), RADIUS (R)
 COMPONENTS: VERBAL (V), SOMATIC (S), MATERIAL (M), FOCUS (F), DIVINE FOCUS (DF), XP COST (XP)
 SAVE: FORTITUDE (FORT), REFLEX (REF), WILL (WILL), SPELL RESISTANCE (SR)

MAGIC ITEMS & ABILITIES*

	TYPE	SAVE	SAVE DC	CL	CHARGES / DAILY USES
1					
2					
3					
4					
5					
6					
7					
8					
9					

*SPELL-LIKE ABILITIES, WONDROUS ITEMS, ET AL.

NOTES*

Notes area for tracking magic items and abilities.

LIFTING

	MAX. DEX. BONUS	CHECK PENALTY	RUN
LIGHT	-	-	-
MEDIUM	+3	-3	x4
HEAVY	+1	-5	x3

LIFT OVER HEAD (MAXIMUM LOAD)

LIFT OFF GROUND (2x MAX. LOAD)

PUSH / DRAG (5x MAX. LOAD)

WEALTH

PLATINUM:

GOLD:

SILVER:

COPPER:

GEMS:

POINTS

MOVEMENT RATE

	RATE
BASE SPEED	<input type="text"/>
SWIM SPEED	<input type="text"/>
FLYING SPEED	<input type="text"/>
ONE ROUND WALK	<input type="text"/>
ONE RND. HUSTLE	<input type="text"/>
ONE RND. RUN (x3)	<input type="text"/>
ONE RND. RUN (x4)	<input type="text"/>

ONE MINUTE WALK

ONE MIN. HUSTLE

ONE MIN. RUN (x3)

ONE HOUR WALK

ONE HOUR HUSTLE

ONE DAY WALK

PROFICIENCIES

ARMOR:

WEAPONS:

SPERIAL:

TURN UNDEAD

TIMES / DAY	ABILITY MOD.	LEVEL	MISC. MOD.
<input type="text"/>	= 3	+ <input type="text"/>	+ <input type="text"/>
CHECK	<input type="text"/>	+ d20 = <input type="text"/>	+ <input type="text"/>
DAMAGE	<input type="text"/>	+ 2d6 = <input type="text"/>	+ <input type="text"/>

MODIFIERS

MOST POWERFUL UNDEAD AFFECTED

0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22+
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

COMPANION*

NAME	RACE / CLASS	LEVEL / HD
<input type="text"/>	<input type="text"/>	<input type="text"/>

ABILITY SCORE

STR	<input type="text"/>
DEX	<input type="text"/>
CON	<input type="text"/>
INT	<input type="text"/>
WIS	<input type="text"/>
CHA	<input type="text"/>

INI SPEED HIT POINTS

AC FORT REF WILL CURRENT HP

ATTACK MODIFIERS DAMAGE

ATTACK

ATTACK

*FAMILIAR, ANIMAL COMPANION, SPECIAL MOUNT, PSICRYSTAL, ET AL.