Character Sheet

Dungeons & Dragons

Skabt af Troels Frostholm Søe-Larsen, 2011, i forbindelse med Tordenild.dk (version 3.1)

Character name | Player | Birthday

Class & level | ECL | Race/Template

Size | Gender | Alignment | Age | Height | Weight | Looks (eyes, hair, skin) | Religion/Patron deity

Ability Scores

	Total	= Base score	+ Enhancement bonuses	+ Misc. bonuses	− Misc. penalties	Modifier
Str Strength						
Dex Dexterity						
Con Constitution						
Int Intelligence						
Wis Wisdom						
Cha Charisma						
Per Personality						
Bea Beauty						

Initiative

Total = Dexterity modifier + Misc. modifier

AC info

Total | Touch | Flat-Footed

Qualities

DR (Damage Reduction)

SR (Spell Resistance)

FH (Fast Healing)

Saving Throws

	Total	= Base score + racial mod.	+ Ability modifier	+ Magic modifier	+ Misc. modifier	+ Temporary modifier
Fortitude (Constitution)						
Reflex (Dexterity)						
Will (Wisdom)						

Conditional modifiers

Armor Class

AC Total = 10 + Armor bonus + Shield bonuses + Dex. modifier + Size modifier + Natural armor + Deflection modifier + Miscellaneous modifier

Armor worn | Type | AC bonus | Max DEX

Check penalty | Spell failure | Speed | Weight | Special properties

Shield | AC bonus | Weight | Check penalty

Spell failure | Special properties

Protective item | Weight | Weight | Special properties

Combat Options

	Total	= BAB	+ Strength modifier	+ Dexterity modifier	+ Size modifier	+ Misc. modifier	+ Temporary modifier
Grapple							
Melee (Weapons)							
Ranged (Weapons)							

Conditional modifiers

Weapon | Attack Bonus | Damage | Critical

Range Increment | Type | Notes/Ammunition

Weapon | Attack Bonus | Damage | Critical

Range Increment | Type | Notes/Ammunition

Weapon | Attack Bonus | Damage | Critical

Range Increment | Type | Notes/Ammunition

Weapon | Attack Bonus | Damage | Critical

Range Increment | Type | Notes/Ammunition

Hit Points

Total | Wounds | Nonlethal damage

Speed

Walk | Climb | Swim | Fly

Skills

Skillepoints pr. level | Max ranks (Class/Cross-class) /

☐	Appraise	♦		Int		=	+	+
☐	*Autohypnosis*			Wis		=	+	+
☐	Balance	♦	◊	Dex		=	+	+
☐	Bluff	♦		Cha		=	+	+
☐	Climb	♦	◊	Str		=	+	+
☐	Concentration	♦		Con		=	+	+
☐	Craft (_____)	♦		Int		=	+	+
☐	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 (arcana)			Int		=	+	+
☐	Knowledge (architecture/engineering)			Int		=	+	+
☐	Knowledge (dungeoneering)			Int		=	+	+
☐	Knowledge (geography)			Int		=	+	+
☐	Knowledge (history)			Int		=	+	+
☐	Knowledge (local)			Int		=	+	+
☐	Knowledge (nature)			Int		=	+	+
☐	Knowledge (nobility/royalty)			Int		=	+	+
☐	Knowledge (the planes)			Int		=	+	+
☐	Knowledge (psionics)			Int		=	+	+
☐	Knowledge (religion)			Int		=	+	+
☐	Knowledge (_____)			Int		=	+	+
☐	Listen	♦		Wis		=	+	+
☐	Move silently	♦	◊	Dex		=	+	+
☐	Open lock			Dex		=	+	+
☐	Perform (act)	♦		Cha		=	+	+
☐	Perform (comedy)	♦		Cha		=	+	+
☐	Perform (dance)	♦		Cha		=	+	+
☐	Perform (string instrument)	♦		Cha		=	+	+
☐	Perform (sing)	♦		Cha		=	+	+
☐	Perform (_____)	♦		Cha		=	+	+
☐	Profession (_____)			Wis		=	+	+
☐	Profession (_____)			Wis		=	+	+
☐	*Psicraft*			Int		=	+	+
☐	Ride	♦		Dex		=	+	+
☐	Search	♦		Int		=	+	+
☐	Sense motive	♦		Wis		=	+	+
☐	Sleight of hand		◊	Dex		=	+	+
☐	Spellcraft			Int		=	+	+
☐	Spot	♦		Wis		=	+	+
☐	Survival	♦		Wis		=	+	+
☐	Swim	♦	◊	Str		=	+	+
☐	Tumble		◊	Dex		=	+	+
☐	Use magic device			Cha		=	+	+
☐	*Use psionic device*			Cha		=	+	+
☐	Use rope	♦		Dex		=	+	+

Skills in *italics* are psionics-related.

☐ Mark this box with an X if the skill is a class skill for the character.

♦ Denotes a skill that can be used untrained.

◊ Armor cleck penalty, if any, applies. (Double penalty for Swim.)

Experience Points

Experience earned | Experience needed for next level

Campaign

Campaign name

Dungeon Master | Campaign start year

Feats

Racial Traits

Special Abilities

Languages

Carrying Capacity and weight

Light Load	Medium Load	Heavy Load	Lift over head Equals Max	Lift off ground	Push or Drag 5 x Max load

Total	=	Personal weight	+	Weapons & armor	+	Backpack items	+	Misc

Gear

Possessions on person

Item	Location	Weight

Possessions not on person

Item	Location	Weight

Magic Items Worn

Head (Headband, hat, helmet or phylactery)

Eyes (Eye lenses or goggles)

Neck (Amulet, brooch, medallion, periapt or scarab)

Shoulders (Cloak, cape or mantle)

Ring left hand

Ring right hand

Hands (Gloves or gauntlets)

Arms/Wrists (Bracers or bracelets)

Body (Robe or suit or armor)

Torso (Vest, vestment or shirt)

Waist (Belt or girdle)

Feet (Boots, shoes or slippers)

Money

CP~

SP~

GP~

PP~

Divine Magic

Domain name _____ Granted Power _____

Domain name _____ Granted Power _____

Domain name _____ Granted Power _____

Turn/Rebuke Undead

Times per day	[ ] Total	=	3	+	____ Charisma modifier	+	____ Misc. modifier	+ ____ Temporary modifier
Turning Check	[ ] Total	=	1d20	+	____ Charisma modifier	+	____ Misc. modifier	+ ____ Temporary modifier
Damage	[ ] Total	=	2d6	+	____ Charisma modifier	+	____ Class level	+ ____ Temporary modifier

Divine Magic

Speciality School _____ Prohibited School _____ Prohibited School _____

Arcane spell failure [ ] %

Spell numbers

	Spells known	Spell save DC	Spells pr. day	Bonus spells
0			= ____	+ ____
1st			= ____	+ ____
2nd			= ____	+ ____
3rd			= ____	+ ____
4th			= ____	+ ____
5th			= ____	+ ____
6th			= ____	+ ____
7th			= ____	+ ____
8th			= ____	+ ____
9th			= ____	+ ____

0 level spells

Spell DC 10 + Abil.mod. + bonus [ ]

1st level spells

Spell DC 11 + Abil.mod. + bonus [ ]

2nd level spells

Spell DC 12 + Abil.mod. + bonus [ ]

3rd level spells

Spell DC 13 + Abil.mod. + bonus [ ]

4rd level spells

Spell DC
14 + Abil.mod. + bonus

5th level spells

Spell DC
15 + Abil.mod. + bonus

6th level spells

Spell DC
16 + Abil.mod. + bonus

7th level spells

Spell DC
17 + Abil.mod. + bonus

8th level spells

Spell DC
18 + Abil.mod. + bonus

9th level spells

Spell DC
19 + Abil.mod. + bonus