Character Sheet

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

DUNGEONS & DRAGONS

Character name _____ Player _____ Birthday _____

Class & level _____ ECL _____ Race/Template _____

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

Ability Scores

Str Strength — Total __ = Base score __ + Enhancement bonuses __ + Misc. bonuses __ − Misc. penalties __ | Modifier __

Dex Dexterity — Total __ = Base score __ + Enhancement bonuses __ + Misc. bonuses __ − Misc. penalties __ | Modifier __

Con Constitution — Total __ = Base score __ + Enhancement bonuses __ + Misc. bonuses __ − Misc. penalties __ | Modifier __

Int Intelligence — Total __ = Base score __ + Enhancement bonuses __ + Misc. bonuses __ − Misc. penalties __ | Modifier __

Wis Wisdom — Total __ = Base score __ + Enhancement bonuses __ + Misc. bonuses __ − Misc. penalties __ | Modifier __

Cha Charisma — Total __ = Base score __ + Enhancement bonuses __ + Misc. bonuses __ − Misc. penalties __ | Modifier __

Per Personality — Modifier __

Bea Beauty — Modifier __

Initiative

Total __ = Dexterity modifier __ + Misc. modifier __

AC info

Total __ | Touch __ | Flat-Footed __

Qualities

DR (Damage Reduction) __

SR (Spell Resistance) __

FH (Fast Healing) __

Saving Throws

Fortitude (Constitution) — Total __ = Base score + racial mod. __ + Ability modifier __ + Magic modifier __ + Misc. modifier __ + Temporary modifier __

Reflex (Dexterity) — Total __ = Base score + racial mod. __ + Ability modifier __ + Magic modifier __ + Misc. modifier __ + Temporary modifier __

Will (Wisdom) — Total __ = Base score + racial mod. __ + Ability modifier __ + Magic modifier __ + Misc. modifier __ + Temporary modifier __

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

Grapple — Total __ = BAB __ + Strength modifier __ + Size modifier __ + Misc. modifier __ + Temporary modifier __

Melee (Weapons) — Total __ = BAB __ + Strength modifier __ + Misc. modifier __ + Temporary modifier __

Ranged (Weapons) — Total __ = BAB __ + Dexterity modifier __ + Misc. modifier __ + Temporary modifier __

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) __ / __

	Skill			Ability	Total	Ranks	Ability mod	Misc
☐	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	Lift off ground	Push or Drag
			Equals Max	2 x Max load	5 x Max load

Total weight	=	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)	Hands (Gloves or gauntlets)
Eyes (Eye lenses or goggles)	Arms/Wrists (Bracers or bracelets)
Neck (Amulet, brooch, medallion, periapt or scarab)	Body (Robe or suit or armor)
Shoulders (Cloak, cape or mantle)	Torso (Vest, vestment or shirt)
Ring left hand	Waist (Belt or girdle)
Ring right hand	Feet (Boots, shoes or slippers)

Money

CP~

SP~

GP~

PP~