CHARACTER NAME

RACE / SUBTYPE

HEIGHT / SIZE

AGE / BIRTHDAY | GENDER | ALIGNMENT

WEIGHT

ORIGIN | RESIDENCE | PATRON / DEITY

SKIN

LANGUAGES (Inital Languages: common + racial + one per int modifier)

EYES

HAIR
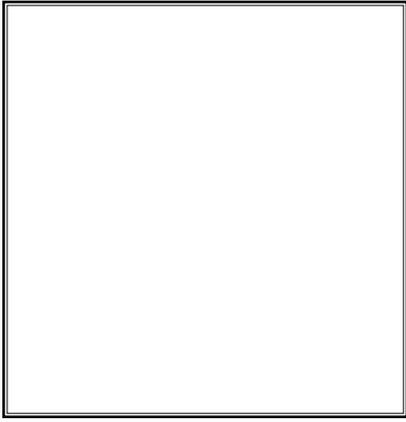
	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

EXPERIENCE POINTS | XP PENALTY

TOTAL HIT POINTS

MASSIVE DAMAGE

CURRENT HP / WOUNDS NONLEATHAL DAMAGE | HEALING RATE

CLASS	DIE TYPE	LEVEL
1		
2		
3		

LEVEL ADJUSTMENT

EFFECTIVE CHARACTER LEVEL

CHARACTER SKETCH / SYMBOL

ARMOR CLASS = 10 + ARMOR Bonus + SHIELD Bonus + DEX. Modifier + SIZE Mod. + NATURAL ARMOR + DEFLECT. Bonus + MISC. Mod.

1 ___
2 ___
3 ___

1. Armor & Protective Items, 2. Protective Abilities, 3. Damage Vulnerabilities

TOUCH Attacks | FLAT FOOTED | DAMAGE Reduct. | DEX. Bonus | MISS Chance | SPELL Failure | CHECK Penalty | SPELL Resist. | POWER Resist.

INITIATIVE Dexterity | TOTAL = ABILITY Modifier + MISC. Modifier

CURRENT INITIATIVE | ROUNDS PASSED

	TOTAL		BASE SAVE	ABILITY Modifier	MAGIC Modifier	MISC. Modifier	TEMP. Modifier
FORTITUDE Constitution		=		+	+	+	+
REFLEX Dexterity		=		+	+	+	+
WILL Wisdom		=		+	+	+	+

1 ___
2 ___
3 ___

ACTION POINTS

1. Conditional Modifiers, 2. Resistances, 3. Immunities

	TOTAL		ABILITY Modifier	SIZE Mod.	MISC. Mod.	
MELEE Strength		=	+	+	+	
RANGED Dexterity		=	+	+	+	
GRAPPLE Strength		=	+	+	+	

BASE ATTACK BONUS

ADDITIONAL Attacks -5 -10 -15

ATTACK I | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | TYPE SIZE

NOTES:

AMMUNITION: OOOOO OOOOO OOOOO OOOOO / OOOOO OOOOO OOOOO OOOOO

ATTACK II | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | TYPE SIZE

NOTES:

AMMUNITION: OOOOO OOOOO OOOOO OOOOO / OOOOO OOOOO OOOOO OOOOO

ATTACK III | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | TYPE SIZE

NOTES:

AMMUNITION: OOOOO OOOOO OOOOO OOOOO / OOOOO OOOOO OOOOO OOOOO

SKILLS /
MAX. RANKS LVL+3
CROSSCLASS: RANKS/2
1 2 3 CORRESPONDING CHARACTER CLASS

	MODIFIER	TOTAL		ABILITY	RANKS	FEATS / RACIAL
OOO Appraise ■	INT		=	+	+	+
OOO Autohypnosis	WIS		=	+	+	+
OOO Balance* ■	- DEX		=	+	+	+
OOO Bluff ■	CHA		=	+	+	+
OOO Climb* ■	- STR		=	+	+	+
OOO Concentration ■	CON		=	+	+	+
OOO Craft ■ ( )	INT		=	+	+	+
OOO Decipher Script	INT		=	+	+	+
OOO Diplomacy ■	CHA		=	+	+	+
OOO Disable Device	INT		=	+	+	+
OOO Disguise ■	CHA		=	+	+	+
OOO Escape Artist* ■	- DEX		=	+	+	+
OOO Forgery ■	INT		=	+	+	+
OOO Gather Information ■	CHA		=	+	+	+
OOO Handle Animal	CHA		=	+	+	+
OOO Heal ■	WIS		=	+	+	+
OOO Hide* ■	- DEX		=	+	+	+
OOO Intimidate ■	CHA		=	+	+	+
OOO Jump* ■	- STR		=	+	+	+
OOO Knowledge ( )	INT		=	+	+	+
OOO Knowledge ( )	INT		=	+	+	+
OOO Knowledge ( )	INT		=	+	+	+
OOO Listen ■	WIS		=	+	+	+
OOO Move Silently* ■	- DEX		=	+	+	+
OOO Open Lock	DEX		=	+	+	+
OOO Perform ( )	CHA		=	+	+	+
OOO Perform ( )	CHA		=	+	+	+
OOO Profession ( )	WIS		=	+	+	+
OOO Psicraft	INT		=	+	+	+
OOO Ride ■	DEX		=	+	+	+
OOO Search ■	INT		=	+	+	+
OOO Sense Motive ■	WIS		=	+	+	+
OOO Sleight of Hand*	- DEX		=	+	+	+
OOO Speak Language	INT		=	+	+	+
OOO Spellcraft	INT		=	+	+	+
OOO Spot ■	WIS		=	+	+	+
OOO Survival ■	WIS		=	+	+	+
OOO Swim* ■ 2×	- STR		=	+	+	+
OOO Tumble*	- DEX		=	+	+	+
OOO Use Magic Device	CHA		=	+	+	+
OOO Use Psionic Device	CHA		=	+	+	+
OOO Use Rope ■	DEX		=	+	+	+
OOO _____			=	+	+	+
OOO _____			=	+	+	+

■ Denotes a skill that can be used untrained
O Check if the skill is a class skill for your character
* Armor check penalty, if any, applies (Double penalty for swim)

Armor & Protective Items

Protective Item	Type	AC Bonus	Dex. Bonus	Check Penalty	Spell Failure	Speed	Weight	Protective Item	AC Bonus	Weight

Notes:

Notes:

Protective Item	Type	AC Bonus	Dex. Bonus	Check Penalty	Spell Failure	Speed	Weight	Protective Item	AC Bonus	Weight

Notes:

Notes:

Equipment

Item	Location	Cost	Weight
	Head		
	Face		
	Neck		
	Shoulders		
	Torso		
	Arms		
	Hands		
	Finger		
	Finger		
	Waist		
	Legs		
	Feet		
	Armor		
	Shield		
	Hand		
	Offhand		
Total			

Magic

	Ability Modifier	Misc. Mod.
Spell Save DC Modifier ☐ = 10 +	☐	+ ☐

School / Domain

Prohibited Schools

Spells Known	Spells Save DC	Lvl	Spells Per Day	Bonus Spells	School Domain
		0			
		1st			
		2nd			
		3rd			
		4th			
		5th			
		6th			
		7th			
		8th			
		9th			

Conditional Modifiers

Psionics

	Points / Day	Ability Modifier	Misc. Mod.
Power Points ☐ =	☐ +	☐ +	☐
Power Save DC Mod. ☐ = 10 +		☐ +	☐

Primary Discipline

Current Power Points

Powers Known	Lvl	Power Save DC
	0	
	1st	
	2nd	
	3rd	
	4th	
	5th	
	6th	
	7th	
	8th	
	9th	

Psicrystal

Lifting

	Weight Carried	Dex. Bonus	Check Penalty	Run
Light		Normal	Normal	Normal
Medium		+3	-3	x4
Heavy		+1	-6	x3

Lift over head (Maximum Load) ☐

Lift off ground (2x Max. Load) ☐

Push / Drag (5x Max. Load) ☐

Wealth

Platinum:

Gold:

Silver:

Copper:

Gems:

S. Ability*

	Level	Ability Modifier	Misc. Mod.
Modifier or Points ☐ =	☐ +	☐ +	☐

* Lay on Hands, Wild Empathy, et al.

Movement

	Rate		Rate
Base Speed		One Minute Walk	
Swim Speed		One Min. Hustle	
Flying Speed		One Min. Run (x3)	
One Round Walk		One Min. Run (x4)	
One Round Hustle		One Hour Walk	
One Round Run (x3)		One Hour Hustle	
One Round Run (x4)		One Day Walk	

Proficiencies

Armor:
- ◯ Light
- ◯ Medium
- ◯ Heavy
- ◯ Shields

Weapons:
- ◯ Simple
- ◯ Martial
- ◯ Exotic
- ◯ List

Turn Undead

		Ability Modifier	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

Spells / Powers

0

1

2

3

4

5

6

7

8

9

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)

Feats

1ST _____

2ND _____

3RD _____

4TH _____

5TH _____

6TH _____

7TH _____

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Spell-Like Abilities

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Class Abilities

Racial Abilities

Animal Companion / Familiar

Name _____   Race / Class _____   Level / HD ____

	Ability Score							
STR Strength	☐	INI	Speed	AC	Fort	Ref	Will	
DEX Dexterity	☐	Attack:						Hitpoints
CON Constitution	☐							
INT Intelligence	☐							
WIS Wisdom	☐							
CHA Charisma	☐							

Dungeons&Dragons 3.5 Character Record Sheet by C. Euly   FORGOTTEN REALMS   EBERRON   DUNGEONS & DRAGONS   d20 System   3RD DECEMBER 05