

character name _____ adventure _____
 race _____ class(es) _____ level(s) _____ alignment _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____

DUNGEONS & DRAGONS
 CHARACTER RECORD SHEET
 for psionic characters

Ability Name	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier	TOTAL	Dex Modifier	Misc Modifier
STR strength							
DEX dexterity							
CON constitution							
INT intelligence							
WIS wisdom							
CHA charisma							

Initiative modifier = **DEX** + _____

Base attack bonuses _____

Carrying Capacity

Light Load	Medium Load	Heavy Load
_____	_____	_____

Lift Over Head _____ Lift Off Ground _____ Push or Drag _____

Equals Max Load _____ 2x Max Load _____ 5x Max Load _____

Saves saving throws

TOTAL	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier	Conditional Modifiers
Fortitude _____	_____	+ CON	_____	_____	_____	_____
Reflex _____	_____	+ DEX	_____	_____	_____	_____
Will _____	_____	+ WIS	_____	_____	_____	_____

AC armor class TOTAL = 10 + _____ + _____ + _____ + **DEX** + _____ + _____ + _____

Armor/Protective Item

Armor Bonus	Max Dex Bonus	Check Penalty*	Spell Failure	Weight	Type	Speed
_____	_____	_____	_____	_____	_____	_____

Notes _____

Attack Bonuses

TOTAL	Base Attack Bonuses	Ability Modifier	Size Modifier	Misc Modifier	Temporary Modifier
Melee _____	_____	+ STR	_____	_____	_____
Ranged _____	_____	+ DEX	_____	_____	_____

Weapon

Total Attack Bonuses	Damage	Critical	Range	Weight	Type	Size
_____	_____	_____	_____	_____	_____	_____

Notes _____

Ammunition _____

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HP hit points TOTAL _____ Hit Die Type _____ Damage Reduction _____ Spell Resistance _____ Wounds / Current HP _____ Subdual Damage _____

Power Save 1d20+ Key Ability Modifier _____ **Power Points** _____

Free Manifestations 0 Level _____ **Spd** _____ **XP** experience _____

Encumbrance

Total Weight	Load	Max Dex Bonus	Check Penalty*	Speed	Run
Gear Worn _____	_____	_____	_____	_____	_____
Gear Worn + Gear Packed _____	_____	_____	_____	_____	_____

clothes, armor, weapons, jewelry, etc.
 move-equivalent action to discard pack

Spells

Chance of Arcane Spell Failure: _____

Spell Save DC Modifier: _____

Level	Spells Per Day	Bonus Spells	Spell Save DC
0	_____	0	_____
1st	_____	_____	_____
2nd	_____	_____	_____
3rd	_____	_____	_____
4th	_____	_____	_____
5th	_____	_____	_____
6th	_____	_____	_____
7th	_____	_____	_____
8th	_____	_____	_____
9th	_____	_____	_____

Skills

Class	Skill Modifier	Ability Modifier	Ranks	Misc Modifier
<input type="checkbox"/> Alchemy	_____	= int	_____	_____
<input type="checkbox"/> Animal Empathy	_____	= cha	_____	_____
<input type="checkbox"/> Appraise	_____	= int	_____	_____
<input type="checkbox"/> Autohypnosis	_____	= wis	_____	_____
<input type="checkbox"/> Balance*	_____	= dex	_____	_____
<input type="checkbox"/> Bluff	_____	= cha	_____	_____
<input type="checkbox"/> Climb*	_____	= str	_____	_____
<input type="checkbox"/> Concentration	_____	= con	_____	_____
<input type="checkbox"/> Craft:	_____	= int	_____	_____
<input type="checkbox"/> Decipher Script	_____	= int	_____	_____
<input type="checkbox"/> Diplomacy	_____	= cha	_____	_____
<input type="checkbox"/> Disable Device	_____	= int	_____	_____
<input type="checkbox"/> Disguise	_____	= cha	_____	_____
<input type="checkbox"/> Escape Artist*	_____	= dex	_____	_____
<input type="checkbox"/> Forgery	_____	= int	_____	_____
<input type="checkbox"/> Gather Information	_____	= cha	_____	_____
<input type="checkbox"/> Handle Animal	_____	= cha	_____	_____
<input type="checkbox"/> Heal	_____	= wis	_____	_____
<input type="checkbox"/> Hide*	_____	= dex	_____	_____
<input type="checkbox"/> Innuendo	_____	= wis	_____	_____
<input type="checkbox"/> Intimidate	_____	= cha	_____	_____
<input type="checkbox"/> Intuit Direction	_____	= wis	_____	_____
<input type="checkbox"/> Jump*	_____	= str	_____	_____
<input type="checkbox"/> Knowledge:	_____	= int	_____	_____
<input type="checkbox"/> Listen	_____	= wis	_____	_____
<input type="checkbox"/> Move Silently*	_____	= dex	_____	_____
<input type="checkbox"/> Open Lock	_____	= dex	_____	_____
<input type="checkbox"/> Perform	_____	= cha	_____	_____
<input type="checkbox"/> Psicraft	_____	= int	_____	_____
<input type="checkbox"/> Pick Pocket*	_____	= dex	_____	_____
<input type="checkbox"/> Profession:	_____	= wis	_____	_____
<input type="checkbox"/> Read Lips	_____	= int	_____	_____
<input type="checkbox"/> Remote View	_____	= int	_____	_____
<input type="checkbox"/> Ride:	_____	= dex	_____	_____
<input type="checkbox"/> Scry	_____	= int	_____	_____
<input type="checkbox"/> Search	_____	= int	_____	_____
<input type="checkbox"/> Sense Motive	_____	= wis	_____	_____
<input type="checkbox"/> Spellcraft	_____	= int	_____	_____
<input type="checkbox"/> Spot	_____	= wis	_____	_____
<input type="checkbox"/> Stabilize Self	_____	= con	_____	_____
<input type="checkbox"/> Swim**	_____	= str	_____	_____
<input type="checkbox"/> Tumble*	_____	= dex	_____	_____
<input type="checkbox"/> Use Magic Device	_____	= cha	_____	_____
<input type="checkbox"/> Use Psionic Device	_____	= cha	_____	_____
<input type="checkbox"/> Use Rope	_____	= dex	_____	_____
<input type="checkbox"/> Wilderness Lore	_____	= wis	_____	_____

Max Skill Ranks Class _____ Cross-Class _____ **Skill Points per Level** _____ = _____ + **INT** + _____

Italicized skills cannot be used with zero (0) ranks
 * Armor/Encumbrance Check Penalty applies ** -1 per 5 lbs of gear

character name _____

adventure _____

Gear Worn Weight

items including clothing, weapons, armor, jewelry, magic items, etc. that always count towards encumbrance, but are easily accessible at all times

Armor/Protective Items _____
Weapons at the ready _____

Total Weight:

Gear Packed Weight

items carried in some type of pack that are less accessible, but easily discarded prior to combat to reduce encumbrance

Armor/Protective Items _____
Weapons at the ready _____

Total Weight:

Gear Stowed Weight

items carried in a wagon, on a pack animal, or kept in a building where they are least accessible, but do not count against your encumbrance.

Armor/Protective Items _____
Weapons at the ready _____

Cash

Platinum: _____
Gold: _____
Silver: _____
Copper: _____
Gems: _____

Weight: _____
50 coins weigh 1 pound

Languages

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = 2 skill points

Followers

Type	Hit Die	Hit Points	Size	Max Load	Speed	Initiative	AC	Attacks	Bonus	Damage
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STR: ____ () DEX: ____ () CON: ____ () INT: ____ () WIS: ____ () CHA: ____ ()

Fort: Ref: Will: Skills:

Notes

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STR: ____ () DEX: ____ () CON: ____ () INT: ____ () WIS: ____ () CHA: ____ ()

Fort: Ref: Will: Skills:

Notes

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STR: ____ () DEX: ____ () CON: ____ () INT: ____ () WIS: ____ () CHA: ____ ()

Fort: Ref: Will: Skills:

Notes

Weapon

Total Attack Bonuses	Damage	Critical	Range	Weight	Type	Size
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Notes

Skills

Class	Skill Modifier	Ability Modifier	Ranks	Misc Modifier
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