BIO

PLAYER
CHARACTER
RACE
ALIGNMENT
SIZE

ABILITIES

	ABILITY SCORE	MODIFIER	TEMP SCORE	MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLEGENCE				
WISDOM				
CHARISMA				

NOTES

SAVES

	BASE SAVE	ABILITY MOD	MISC MOD	MISC MOD	MISC MOD	TOTAL SCORE	TEMP SCORE
FORTITUDE						=	
REFLEX						=	
WILL						=	

NOTES

COMBAT

BAB
INITIATIVE

NOTES

PRIMARY-HAND

WEAPON

	BASE	ABILITY MOD	SIZE MOD	WEAPON MOD	FEAT MOD	MISC MOD	TOTAL
AB	BAB						=
DMG							=

CRIT | RNG | SIZE | TYPE

NOTES

SECONDARY-HAND

WEAPON

	BASE	ABILITY MOD	SIZE MOD	WEAPON MOD	FEAT MOD	MISC MOD	TOTAL
AB	BAB						=
DMG							=

CRIT | RNG | SIZE | TYPE

NOTES

RANGED

WEAPON

	BASE	ABILITY MOD	SIZE MOD	WEAPON MOD	FEAT MOD	MISC MOD	TOTAL
AB	BAB						=
DMG							=

CRIT | RNG | SIZE | TYPE

NOTES

HIT POINTS

TOTAL HP

50 | 100 | 150 | 200 | 250 | 300

x1 x1 x1 x1 x1 x5

NOTES

ARMOR CLASS

	BASE	ARMOR BONUS	SHIELD BONUS	DEX MOD	NATURAL ARMOR	SIZE MOD	MISC MOD	TOTAL
AC	10							=

MISS % | TOUCH | FLAT

ARMOR TYPE	ARMOR BONUS	MAX DEX	CHECK PENALTY	ARCANE FAILURE	SPEED MOD	RUN MOD

NOTES

MISCELLANEOUS STATS

BASE SPEED | TOTAL SPEED
RUN MOD | ARCANE FAIL
MAX DEX | CHECK PEN

NOTES

FEATS

CHARACTER LEVEL

		CLASS LEVEL	HIT DICE	LEVEL ADJ		TOTAL
LEVEL		ECL				=

XP | FAVORED
GOAL | XP PENALTY

CLASS

CLASS LEVEL	CLASS, CREATURE HIT DICE, OR TEMPLATE	FREELY MULTI

C	SKILL NAME	KEY ABILITY	MISC MOD	ABILITY MOD	RANK		SKILL MOD
○	APPRAISE	INT				=	
○	BALANCE ✓	DEX				=	
○	BLUFF	CHA				=	
○	CLIMB ✓	STR				=	
○	CONCENTRATION	CON				=	
○	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: ARCHITECH/ENG	INT				=	
○	KNOWLEDGE: DUNGEON	INT				=	
○	KNOWLEDGE: GEOGRAPHY	INT				=	
○	KNOWLEDGE: HISTORY	INT				=	
○	KNOWLEDGE: NATURE	INT				=	
○	KNOWLEDGE: RELIGION	INT				=	
○	KNOWLEDGE: THE PLANES	INT				=	
○	LISTEN	WIS				=	
○	MOVE SILENTLY ✓	DEX				=	
○	OPEN LOCK	DEX				=	
○	PERFORM:	CHA				=	
○	PROFESSION:	WIS				=	
○	RIDE	DEX				=	
○	SEARCH	INT				=	
○	SENSE MOTIVE	WIS				=	
○	SLIGHT OF HAND ✓	DEX				=	
○	SPELLCRAFT	INT				=	
○	SPOT	WIS				=	
○	SURVIVAL	WIS				=	
○	SWIM ✗	STR				=	
○	TUMBLE ✓	DEX				=	
○	USE MAGIC DEVICE	CHA				=	
○	USE ROPE	DEX				=	
○						=	
○						=	
○						=	
○						=	
○						=	
○						=	
○						=	
○						=	
○						=	

○	LITERACY
○	SPEAK:
○	SPEAK:
○	SPEAK:
○	SPEAK:
○	SPEAK:
○	SPEAK:
○	SPEAK:
○	SPEAK:

NOTES

CREATED & DESIGNED BY JOHN E. HANAN III (zorcon4@comcast.net) • DUNGEONS & DRAGONS IS A TRADEMARK OF WIZARDS OF THE COAST.

PHYSICAL DESCRIPTION

AGE		DOB	
HEIGHT		EYES	
WEIGHT		HAIR	
GENDER		SKIN	

NOTES

PERSONAL INFO

DEITY/RELIGION

HOMELAND

SETTING

NOTES

MAGIC ITEMS

ITEM	LOCATION	WEIGHT
	HEAD	
	EYES	
	BACK/CLOAK	
	NECK	
	ROBE	
	VEST/SHIRT	
	ARMS/WRISTS	
	HANDS	
	FINGER (L)	
	FINGER (R)	
	WAIST	
	FEET	

ENCUMBRANCE

	EQUIPMENT TOTAL	MAGIC TOTAL	VALUABLES TOTAL	= TOTAL LOAD
LOAD				

	CARY CAPACITY	MAX DEX	CHECK PENALTY	SPEED MOD	RUN MOD
LIGHT		N/A	-0	-0	x4
MEDIUM		+3	-3	-10	x4
HEAVY		+1	-6	-10	x3

HEAD | LIFT | PUSH

SPELL LIST

	0	1	2	3	4	5	6	7	8	9	10+
PER DAY											
DC											

CLASS

CASTER LEVEL | ABILITY MOD

0 - LEVEL SPELLS

1ST - LEVEL SPELLS

2ND - LEVEL SPELLS

3RD - LEVEL SPELLS

4TH - LEVEL SPELLS

5TH - LEVEL SPELLS

6TH - LEVEL SPELLS

7TH - LEVEL SPELLS

8TH - LEVEL SPELLS

9TH - LEVEL SPELLS

	SPELL LEVEL	
EXTRA SLOT		
EXTRA SLOT		
EXTRA SLOT		
EXTRA SLOT		
EXTRA SLOT		

NOTES

SPELL LIST

	0	1	2	3	4	5	6	7	8	9	10+
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6TH - LEVEL SPELLS

7TH - LEVEL SPELLS

8TH - LEVEL SPELLS

9TH - LEVEL SPELLS

	SPELL LEVEL	
EXTRA SLOT		
EXTRA SLOT		
EXTRA SLOT		
EXTRA SLOT		
EXTRA SLOT		

NOTES

EQUIPMENT

ITEM	LOCATION	WEIGHT

MAGIC ITEMS

ITEM	LOCATION	WEIGHT
COPPER PIECES (CP)		
SILVER PIECES (SP)		
GOLD PIECES (GP)		
PLATINUM PIECES (PP)		

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