Character			Pl	layer			, wi	INGE	'AN	rg:	
lass Level											
Race				lignme				rag		S	
Patron Deity/Religion							Player	· Charac	tor R	ecord	,
Origin	Player Character Record										
ABILITY SCORES	TEMP TEMP	НІТ	POIN	ITS		SKILLS	CLASS SKILL	MAX TOTAL ABILITY		= LVL+3(/ MISC 1 MIS	
SCORE 1						Appraise ■ Autohypnosis		INT		+	$\perp$
STRENGTH	$\dashv \vdash \vdash \vdash$					Balance	-	WIS DEX*	$\vdash$	+	+
DEXTERITY	$\dashv \vdash \vdash \vdash$	MAX				Bluff ■		CHA			
CONSTITUTION	$-\!\!\!\!-\!\!\!\!-\!\!\!\!-\!\!\!\!-\!\!\!\!-\!\!\!\!-$					Climb ■		STR*	$\Box$	$\bot$	$\perp$
INTELLIGENCE	$\dashv \vdash \vdash \vdash$	DAMAGE REDUCTION				Concentration ■	, —	CON	$\vdash$	$-\!\!\!+$	+
WISDOM	-	D: - T(-)		URRENT		Craft ■ (	)	INT	$\vdash$	+	+
CHARISMA		Die Type(s)				Diplomacy ■		CHA		$\neg$	
	ARMO	R	AC WHE	N OTED		Disable Device		INT		$\perp$	
ARMOR ARMOR	——— MODIFIERS		- AC VERS			Disguise		СНА	$\vdash$	-	+
= 10 +	SHIELD DEX SIZE N	ATURAL MISC 1 MISC 2	MISS CH			Escape Artist ■ Forgery ■		DEX*	$\vdash$	$\dashv$	+
\ \ \ \ <u> </u>	OR WORN/ADDITIONAL MO	DDIFIERS	MAX DE	XTERITY		Gather Information		CHA	$\vdash$	$\dashv$	$\dashv \dashv$
			ARMOR PENALTY	CHECK		Handle Animal		СНА			
CLASS			ARCANE FAILURE	SPELL		Heal ■		WIS		$\perp$	
CLASS			1	ESISTANCI		Hide ■ Intimidate ■		DEX*	$\vdash$	$-\!\!\!+$	+
						Jump	-	CHA STR*	$\vdash$	+	+
SAVINO	THROWS CLASS BASE	MODIFIERS	INI	TIAT	IVE	Knowledge (	)	INT		$\neg$	
TOTAL 1	2 3 4 AB	IL- MAGIC MISC	TOTAL	DEX	MISC	Knowledge (	)	INT			
Fortitude	cc	N .		DEX		Knowledge (	)	INT	$\vdash$	-	+
Reflex	DE		₹!		MODIFIED	Knowledge ( Listen ■	)	INT	$\vdash$	$\dashv$	+
Will	W	S	Speed Z			Move Silently ■		DEX*	$\Box$	$\dashv$	$\top$
	ATTACK R	OLLS				Open Lock		DEX			
TOTAL	MULTIPLE ATTACKS	CLASS BASE	4 ABILITY	-MODIFIE	RS ————————————————————————————————————	Perform (	)	СНА	$\vdash$	-	+
Melee	-5   -10   -15		STR			Perform ( Perform (	_,	CHA CHA	$\vdash$	$\dashv$	+
Ranged	-5 -10 -15		DEX			Profession (		WIS	$\Box$	$\dashv$	$\top$
Grapple	-5 -10 -15		STR			Psicraft		INT			
Flurry of Blows			STR			Ride ■		DEX	$\vdash \vdash$	$\dashv$	+
	ADDITIONAL MOI	DIFIERS				Search ■ Sense Motive ■		INT	$\vdash$	$\dashv$	+
						Sleight of Hand		DEX*	$\vdash$	$\dashv$	$\dashv \dashv$
						Spellcraft		INT			
						Spot ■		WIS	$\sqcup$	$-\!\!\!+$	$\perp$
						Stabilize Self Survival ■		CON	$\vdash$	+	+
Name of the state	~ WEAPO	NC				Swim ■		WIS STR*		+	+
Manage Ma			Тъ	Гт	[ c. ]	Tumble		DEX*		二	
Weapon	Att Bonus Dan	nage Critical	Range	Туре	Size	Use Magic Device		СНА		$\perp$	
Notes	<u>l</u>	<u> </u>				Use Psionic Device Use Rope ■		CHA	$\vdash \vdash$	$\dashv$	$\dashv \dashv$
Notes	Att Banua   Dan	Cuitinal	Range	T	C:==	Ose Rope		DEX	$\vdash$	+	+
Weapon	Att Bonus Dan	nage Critical	Kange	Туре	Size					士	
Notes	<u> </u>										
Weapon	Att Bonus Dan	nage Critical	Range		Size			$\vdash\vdash$	$\vdash$	$-\!\!\!+$	$\perp$
vveapon	All Bollus Dali	lage Critical	Kange	Туре	Size				$\vdash$	-+	+
Notes	<u> </u>	<u> </u>	<u> </u>								
Weapon	Att Bonus Dan	nage Critical	Range	Tune	Size					工	
*veupoii	Tite Donus   Dan	age Cinical	Tange	Type	OILE	■ DENOTES SKILL CAN BE USED UNTRAIN	ved – * armor o Proficienc		APPLIES (	DOUBLE FO	OR SWIM)
Notes	<u> </u>					WEAPONS: SIMPLE MARTIAL			UM 🗖 I	HEAVY [	SHIELDS
Weapon	Att Bonus Dan	nage Critical	Range	Tune	Size						
,	2000	5. 224.000	1	7,50							
Notes											

## VIIDMEN

				EQUIPN	ENT					
Item		Location	Wt	Item	Location	Wt	Item	Location	Wt	
					+					
Current Lo	ad						Total Weight Carried			
MOVEMI	ENT &	LIFTING	ì	EXPERIE	ENCE	of the same	MONEY &	GEMS		
1 10 1 1	WALK	HUSTLE	RUN	Total Expe			CP —			
Movement				Total Zilpo			CP —			
		= 2 × BASE SPEED = 4 LIFT OFF GROUND PU		XPs Needed For	Novt Lovel		SP —			
Lifting				Ars Needed For	Ivexi Level					
	= MAX LOAD	= 2 × MAX LOAD = 5	5 × MAX LOAD	Hit Points B	u I ovol		GP —			
Load Capac		Dex Enc Pen		THE FORMS D	y Level		PP —			
Light		mal Normal								
Medium	+:	$\rightarrow$	×4				Gems —			
Heavy	+	1 –6	×3							
				SPECIAL ABILIT	IES & FE	ATS				
							LANGUA	AGES		

## **SPELLS** SPELLS, POWERS & MAGIC ITEMS Spells Per Day Bonus # Spells Spells Known Level 0 0 1st 2nd 3rd 4th 5th 6th 7th 8th 9th Spell Save DC Mod MODIFIERS ABILITY MISC = 10 +TURN UNDEAD MODIFIERS CHA MISC Times/Day = 3 +СНА Check Damage 2d6 **PSIONICS** # Powers Level # Powers Known Level Power Points Known 0 5th 1st 6th 7th 2nd FREE MANIFESTATIONS 8th 3rd 9th 4th Psionic Combat 1D20 + DC MOD + ABILITY MOD ATTACKS EGO ID INSIN MIND PSYCHIC THRUST CRUSH DEFENSES EMPTY MIND +1 -2 +3 -3 -5 INTELLECT FORTRESS -2 +1 +0 +6 +4 MENTAL BARRIER -3 +3 -1 +4 +1 THOUGHT SHIELD -4 -1 -2 +4 +2 TOWER OF IRON WILL +3 +0 -1 +5 -3 -8 +4 -8 NONPSIONIC -9 -8 FLAT-FOOTED/ POWERLESS +8 +7 +8 +8 +8 HENCHMEN/ANIMAL COMPANIONS Race/Class HD/Lvl Dex Wis Cha Name Spd AC Atk Str Con Init Int Notes AC Wis Cha Name Race/Class HD/Lvl hp Init Spd Atk Str Dex Con Int Notes Wis Name Race/Class HD/Lvl AC Atk Str Con Cha hp Init Spd Dex Int Notes Name Race/Class HD/Lvl Dex Wis | Cha hp Init Spd AC Atk Str Con Int Notes

## CHARACTER DESCRIPTION

Character Name		Age	Sex
Description		Birth Date	Size
		Height	Weight
		Hair	Eyes
		Skin	Handedness
Personality			Character Sketch
		_	
		_	
Quotals			
Quote(s)			
Contacts/Friends			
Contacts/Friends			
Enemies			
	BACKGR	OUND & NOTES	
	Brichan	Odrib o moreo	
		NINGTONS & PROGRAM STATE	NOV MUDNIN A MAD INICIPALLY PROPERTY.
Date Created	DM/Campaign	DUNGEONS & DRAGONS CHARACTER SHEET V2.2 8/03 BY PATH DUNGEONS & DRAGONS IS A REGISTERED TRADEMARK OF W	RICK MURPHY • A MAD IRISHMAN PRODUCTION • WWW.MAD-IRISHMAN.NE VIZARDS OF THE COAST, INC. ©2003 WIZARDS OF THE COAST, INC