Character			Player		J.	UNGE	9N S
					<u>)</u> <u>–</u>) RAGE	
Race Patron Deity/Religion			Alignment		1		115
		Resider	1Ce		Charact	ter Reco	rd Sheet
Ability Scores			Points	Skills	Class Skill		s = Lvl+3(/2) s Misc 1 Misc 2 Misc 3
-	Temp Temp Mod Score Mod			Appraise 🕲	O KIII	Int	
STRENGTH				Autohypnosis		Wis	
DEXTERITY		Max		Balance 🕲		Dex*	
CONSTITUTION				Bluff O Climb O		Cha	
INTELLIGENCE		Damage		Concentration (9)		Str*	
WISDOM		Reduction	Current	Craft 🎱 ()	Int	
CHARISMA	Di	e Type(s)		Decipher Script	·	Int	
		JI (()		Diplomacy 🔮		Cha	
	Armor		AC When Flat-footed	Disable Device		Int	+ $+$ $+$
ARMOR Armo	r Shield Dex Size Natura	l Misc 1 Misc 2	AC Versus Touch Attacks	Disguise Escape Artist 🎱		Cha Dex*	+ $+$ $+$ $-$
= 10 +	Dex Dex		Miss Chance	Forgery 2		Int	
	Armor Worn/Additional Modifier	<u>ı </u>	Max Dexterity Bonus	Gather Information	n 🛛 🔤	Cha	
			Armor Check Penalty	Handle Animal		Cha	
Class			Arcane Spell Failure	Heal 🙂		Wis	
			Spell Resistance	Hide Iaijutsu Focus		Dex*	
			_ ··· ··	Intimidate 🕲		Cha Cha	
Savin	G Chrows	odifiers	Initiative	Jump 🕲		Str*	
Total 1		fagic Misc	Total Dex Misc	Knowledge ()	Int	
Fortitude	Con		Dex	Knowledge ()	Int	
Reflex	Dex		Base Modifie	Knowledge ()	Int	+ $+$ $+$
Will	Wis		Speed] Knowledge (Listen 🕲)	Int Wis	+ $+$ $+$
	Attack Ro			Move Silently @		Dex*	
	Multiple Attacks	Class Base	——— Modifiers ———	· · ·		Dex	
Total	2nd 3rd 4th 5th 1	2 3	4 Ability Size Misc 1Misc)	Cha	
Melee	-5 -10 -15		Str	Perform ()	Cha	
Ranged	-5 -10 -15		Dex	Perform (Profession ()	Cha Wis	+ $+$ $+$
Grapple	-5 -10 -15		Str	Psicraft	/	Int	
Flurry of Blows			Str	Ride 🕲		Dex	
	Additional Modifiers			Search 🛽		Int	
				Sense Motive 🕲		Wis	+ $+$ $+$
				Sleight of Hand Spellcraft		Dex*	+ $+$ $+$
				Spot 🔮		Wis	
				Stabilize Self		Con	
	Weapon	3		Survival 🛽		Wis	
Weapon	Att Bonus Damage	-	Range Type Size	Swim @ Tumble		Str*	+ $+$ $+$ $+$
			Tungo Type onto	Use Magic Device		Dex*	+ $+$ $+$
Notes				Use Psionic Device		Cha	
Weapon	Att Bonus Damage		Range Type Size	Use Rope 🛽		Dex	
				1			
Notes				1		╏╏╎	+ $+$ $+$
Weapon	Att Bonus Damage		Range Type Size	1		╏╴╏╶┼╴	+ $+$ $+$ $-$
	Duninge						
Notes							
Weapon	Att Bonus Damage		Range Type Size				
					Untrained — * Armor Proficien		ies (Double for Swim)
Notes				Weapons: 🗆 Simple 🗅 Mar			🗆 Heavy 🗅 Shields
Weapon	Att Bonus Damage		Range Type Size				•

Notes

Equipment

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
Current Load						Total Weight Carried		

Movement & Lifting

Experience Total Experience

Money & Gems

	Wa	lk H	lustle	Run
Movemen	t = Base	Speed = 2 ×	Base Speed	= 4 × Base Speed
	Lift Ove	r Head Lift C	off Ground P	ush Or Drag
Lifting				
	= Max	Load = $2 \times$	Max Load =	5 × Max Load
Teed	Conseiter	May Day	Eno Don	Deres

Load	Capacity	Max Dex	Enc Pen	Run
Light		Normal	Normal	Normal
Medium		+3	-3	$\times 4$
Heavy		+1	-6	$\times 3$

XPs Needed For Next Level

Hit Points By Level

sp gp pp —

ср —

Gems —

Special Abilities & Feats

	Languages

Spells	Spells, Powers	g Magic Items
Spell Save DCLevelSpells Per DayBonus Spells# Spells Known		
5th		
6th		
7th		
8th		
9th		
Spell Save <u>Modifiers</u> DC Mod <u>Ability</u> Misc		
Turn Undead		
Total Cha Level Misc		
Times/Day = 3 + Cha		
Check = Cha		
Damage = 2d6 + Cha		
Psionics		
# Powers Known Level # Powers Known Level Power Points		
0 5th		
1st 6th		
2nd 7th		
3rd 8th Free Manifestations		
4th 9th		
Psionic Combat		
1d20 + DC Mod + Ability Mod Attacks Ego Id Mind Mind Psychic		
Whip Insin Blast Thrust Crush		
Defenses Ability Dex Str Cha Int Wis		
Empty Mind +1 -2 +3 -3 -5 Intellect Fortress -2 +1 +0 +6 +4		
Intellect Fortress -2 +1 +0 +6 +4 Mental Barrier -1 +4 -3 +1 +3		
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$		
Thought Shield		
Nonpsionic -8 -9 +4 -8 -8		
Flat-footed/Powerless +8 +7 +8 +8 +8		

Henchmen/Animal Companions

Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													

Character Description

Character Name			Age		Sex
Description			Birth Date		Size
			Height		Weight
			Hair		Eyes
			Skin		Handedness
Personality				C	haracter Sketch
Quote(s)					
Contacts/Friends				\bigcirc	Honor
				\bigcup_{Rank} –	Descriptor
Enemies					wiands Taint
Literines					curres curre
				Taint Points	
	Ba	ckground & Notes	5	Taint Modifier	Taint Effects
Date Created	DM/Campaign	Dungeons & Dragor Dung	ns Character Sheet V2.2 8 geons & Dragons is a Regis	03 by Patrick Murphy • A tered Trademark of Wizar	Mad Irishman Production • www.mad-irishman.ne ds of the Coast, Inc. ©2003 Wizards of the Coast, Inc