Character	Player	、	DUNG	EONS	
Class Race	A 1.			FONS	
Detuen Deitu / Delinian	Alighthetit				
	esidence		Player Char	acter Recor	rd
	HIT POINTS	SKILLS		IAX RANKS = LVL+	
SCORE MOD SCORE MOD		Appraise ∎ Autohypnosis		NT VIS	
STRENGTH	7	Balance		EX*	
		Bluff ∎	С	CHA	
		Climb	S	TR*	
INTELLIGENCE DAMAGE REDUCTION	CURRENT	Concentration ■ Craft ■ (		ON	
WISDOM Dia Tuna		Decipher Script		NT NT	
CHARISMA Die Type	2(5)	Diplomacy		ЖА	
ARMOR	AC WHEN FLAT-FOOTED	Disable Device	Г	NT	
ARMOR ARMOR SHIELD DEX SIZE NATURAL MISC 1	AC VERSUS	Disguise ∎ Econo Artict =		CHA	
	MISC 2 MISS CHANCE	Escape Artist ∎ Forgery ∎		EX*	
ARMOR WORN/ADDITIONAL MODIFIERS	MAX DEXTERITY BONUS	Gather Information		CHA	
	ARMOR CHECK PENALTY	Handle Animal	с	CHA	
CLASS	ARCANE SPELL FAILURE	Heal ■		VIS	
	SPELL RESISTANCE	Hide ∎ Intimidate ∎		EX*	
SAVING TUDOWS		Jump		TR*	
SAVING THROWS CLASS BASEMODIFIERS_	INITIATIVE	Knowledge (	)	NT	
TOTAL 1 2 3 4 ABIL- MAGIC M		Knowledge (	—; ————	NT	
Fortitude CON		Knowledge ( Knowledge (	—; ————	NT NT	
Reflex DEX   Will WIS		Listen		VIS	
Will	Speed Speed	Move Silently ■	D	EX*	
ATTACK ROLLS		Open Lock		DEX	
MULTIPLE ATTACKS CLASS TOTAL 2ND 3RD 4TH 5TH 1 2	BASE   MODIFIERS     3   4   ABILITY   SIZE   MISC 1   MISC 2	Perform ( Perform (		CHA CHA	
Melee -5 -10 -15	STR	Perform (	—; ————	ЖА	
Ranged -5 -10 -15	DEX	Profession (	_)	VIS	
Grapple -5 -10 -15	STR	Psicraft Ride ∎	I	NT	
Flurry of Blows	STR	Search	1	NT	
ADDITIONAL MODIFIERS		Sense Motive ■	U	WIS	
		Sleight of Hand		EX*	
		Spellcraft Spot ∎		NT VIS	
		Stabilize Self		CON	
		Survival		VIS	
WEAPONS		Swim ∎ Tumble		TR*	
Weapon Att Bonus Damage Cri	itical Range Type Size	Use Magic Device		EX*	
		Use Psionic Device		CHA	
Notes		Use Rope ■		DEX	-
Weapon Att Bonus Damage Cri	itical Range Type Size				
Notes					
Weapon Att Bonus Damage Cri	itical Range Type Size				
Notes				+ $+$ $+$	
	itical Range Type Size				
		DENOTES SKILL CAN BE USED UNTRAI	ined — • armor check pena Proficiencies	LTY APPLIES (DOUBLE	FOR SWIM)
Notes		WEAPONS: 🔲 SIMPLE 🗔 MARTIAL		iedium 🗅 Heavy	□ SHIELDS
	itical Range Type Size				
Notes					

## EQUIPMENT

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

#### **MOVEMENT & LIFTING**

Max Dex Enc Pen Run

Normal Normal Normal

-3

-6

+3

+1

 $\times 4$ 

×3

## **EXPERIENCE** Total Experience

# MONEY & GEMS

	WALK	HUSTLE	RUN
Movement			
	= BASE SPEED	= 2 × BASE SPEED	= 4 × BASE SPEED
	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
Lifting	= MAX LOAD	= 2 × MAX LOAD	= 5 × MAX LOAD

Capacity

Load

Light

Medium

Heavy

= 2 × BASE SPEED = 4 × BASE SPEED LIFT OFF GROUND PUSH OR DRAG

XPs Needed For Next Level

Hit Points By Level

SP -GP — PP — Gems —

CP -

# SPECIAL ABILITIES & FEATS

 	· · · · · · · · · · · · · · · · · · ·
	LANGUAGES

SPELLS

## SPELLS, POWERS & MAGIC ITEMS

Spell Level Spells Bonus # Spells Save DC Level Per Day Spells Known		
		Z
3rd		
4th		
5th		
6th		
7th		
8th		
9th		
Spell Save <u>— modifiers —</u> DC Mod <u>Ability Misc</u>		
TURN UNDEAD		
TOTAL CHA LEVEL MISC		/
Times/Day = 3 + CHA		/
Check = CHA		/
		/
Damage = 2d6 + CHA		/
PSIONICS		/
# Powers Level # Powers Level Power Points		
0 5th		/
1st 6th		
2nd 7th		
3rd 8th FREE MANIFESTATIONS		/
4th 9th		/
Psionic Combat		/
1D20 + DC MOD +		
1D20 + DC MOD + GO ID MIND PSYCHIC ABILITY MOD ATTACKS HIP 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		/
Image: Mental Barrier       -1       +4       -3       +1       +3		
THOUGHT SHIELD -4 -1 -2 +4 +2		
TOWER OF IRON WILL       +3       +0       -1       +5       -3		
NONPSIONIC -8 -9 +4 -8 -8		
FLAT-FOOTED/ POWERLESS+8+7+8+8+8		
	ENCHMEN/ANIMAL COMPANION	s

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

CH	ARACTER DESCRIPTION	
Character Name	Age	Sex
Description	Birth Date	Size
	Height	Weight
	Hair	Eyes
	Skin	Handedness
Personality		Character Sketch
Quote(s)		
Contacts/Friends	<b>F</b>	

BACKGROUND & NOTES

٦

Enemies \_\_\_\_\_

Г

Date Created	DM/Campaign	DUNGEONS & DRAGONS CHARACTER SHEET V2.2 8/03 BY PATRICK MURPHY - A MAD IRISHMAN PRODUCTION • WWW.MAD-IRISHMAN.NET DUNGEONS & DRAGONS IS A REGISTERED TRADEMARK OF WIZARDS OF THE COAST, INC. ©2003 WIZARDS OF THE COAST, INC.