EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL | LEVEL ADJUSTMENT | ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM | TYPE | AC BONUS | MAX DEX

CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT | SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM | AC BONUS | WEIGHT | CHECK PENALTY

SPELL FAILURE | SPECIAL PROPERTIES

PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES

PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES

PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

CLASS FEATURE | PAGE REF.

NOTES

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DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

NOMAD

CHARACTER NAME

PLAYER | CLASS AND LEVEL | RACE

ALIGNMENT | DEITY | SIZE | AGE | GENDER | HEIGHT | WEIGHT | CAMPAIGN

ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER

STR STRENGTH
DEX DEXTERITY
CON CONSTITUTION
INT INTELLIGENCE
WIS WISDOM
CHA CHARISMA

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC. MODIFIER

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

CONDITIONAL AC MODIFIERS

HP HIT POINTS — TOTAL | NONLETHAL DAMAGE

WOUNDS/CURRENT HP

DAMAGE REDUCTION

INITIATIVE MODIFIER — TOTAL = DEX MODIFIER + MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	=	+	+	+	+	+	
REFLEX (DEXTERITY)	=	+	+	+	+	+	
WILL (WISDOM)	=	+	+	+	+	+	

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE MODIFIER — TOTAL = BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MISC. MODIFIER

SPEED

ATTACK | ATTACK BONUS | DAMAGE | CRITICAL

RANGE | TYPE | NOTES

AMMUNITION

ATTACK | ATTACK BONUS | DAMAGE | CRITICAL

RANGE | TYPE | NOTES

AMMUNITION

ATTACK | ATTACK BONUS | DAMAGE | CRITICAL

RANGE | TYPE | NOTES

AMMUNITION

ATTACK | ATTACK BONUS | DAMAGE | CRITICAL

RANGE | TYPE | NOTES

AMMUNITION

ATTACK | ATTACK BONUS | DAMAGE | CRITICAL

RANGE | TYPE | NOTES

AMMUNITION

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	= ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
☐	Appraise ■	INT				
☐	Autohypnosis	WIS				
☐	Balance ■	DEX*				
☐	Bluff ■	CHA				
☑	Climb ■	STR*				
☑	Concentration ■	CON				
☑	Craft ■ ( )	INT				
☑	Craft ■ ( )	INT				
☑	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 (Psionics) ■	INT				
☑	Knowledge ( )	INT				
☑	Knowledge ( )	INT				
☑	Knowledge ( )	INT				
☑	Knowledge ( )	INT				
☐	Listen ■	WIS				
☐	Move Silently ■	DEX*				
☐	Open Lock	DEX				
☐	Perform ( )	CHA				
☐	Perform ( )	CHA				
☑	Profession ( )	WIS				
☑	Profession ( )	WIS				
☑	Psicraft	INT				
☑	Ride ■	DEX				
☐	Search ■	INT				
☐	Sense Motive ■	WIS				
☐	Sleight of Hand	DEX*				
☐	Spellcraft	INT				
☐	Spot ■	WIS				
☑	Survival ■	WIS				
☑	Swim ■	STR*				
☐	Tumble	DEX*				
☐	Use Magic Device	CHA				
☐	Use Psionic Device	CHA				
☐	Use Rope ■	DEX				

■ *Denotes a skill that can be used untrained.* ☐ *Mark this box with an X if the skill is a class skill for the character.*
**Armor check penalty, if any, applies. (Double penalty for Swim.)*

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT	ITEM	LOCATION	PAGE REF.	WEIGHT

TOTAL WEIGHT CARRIED

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	

POWERS

POWER SAVE ____ DC MOD POWER POINTS ____ NORMAL ____ CURRENT

PRIMARY DISCIPLINE ____

POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.	POWER	LEVEL	SAVE	RANGE	DURATION	DISPLAY	PAGE REF.