

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

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE SPECIAL PROPERTIES			

PROTECTIVE ITEM

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

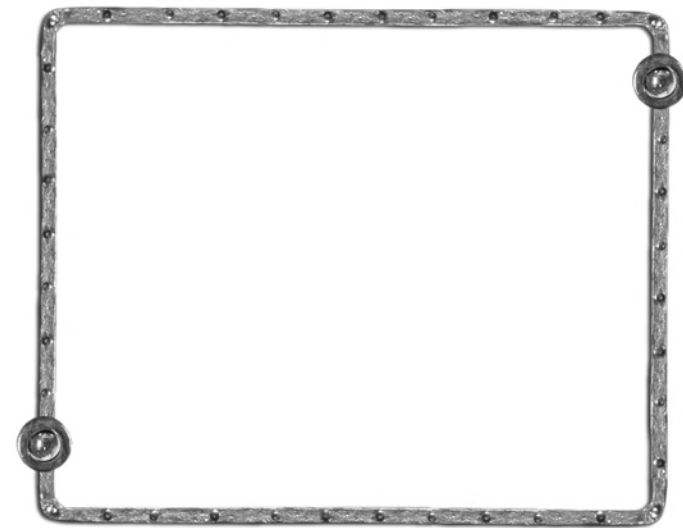
PROTECTIVE ITEM

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS



CLASS FEATURES

CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
NOTES	

DUNGEONS & DRAGONS

SEER

CHARACTER RECORD SHEET

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	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
STR STRENGTH					AC ARMOR CLASS	-10	+	+	+	+	+	+
DEX DEXTERITY					HP HIT POINTS							
CON CONSTITUTION					NONLETHAL DAMAGE							
INT INTELLIGENCE					WOUNDS/CURRENT HP							
WIS WISDOM					DAMAGE REDUCTION							
CHA CHARISMA					INITIATIVE 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	SPEED
TOTAL BASE ATTACK BONUS	STRENGTH SIZE MISC. MODIFIER

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

CLASS SKILLS*	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)		
					RANKS		
<input type="checkbox"/>	APPRAISE	INT				+	+
<input type="checkbox"/>	AUTOHYPNOSIS	WIS				+	+
<input type="checkbox"/>	BALANCE	DEX*				+	+
<input type="checkbox"/>	BLUFF	CHA				+	+
<input type="checkbox"/>	CLIMB	STR*				+	+
<input checked="" type="checkbox"/>	CONCENTRATION	CON				+	+
<input checked="" type="checkbox"/>	CRAFT ()	INT				+	+
<input checked="" type="checkbox"/>	CRAFT ()	INT				+	+
<input checked="" type="checkbox"/>	CRAFT ()	INT				+	+
<input type="checkbox"/>	DECIPHER SCRIPT	INT				+	+
<input type="checkbox"/>	DIPLOMACY	CHA				+	+
<input type="checkbox"/>	DISABLE DEVICE	INT				+	+
<input type="checkbox"/>	DISGUISE	CHA				+	+
<input type="checkbox"/>	ESCAPE ARTIST	DEX*				+	+
<input type="checkbox"/>	FORGERY	INT				+	+
<input checked="" type="checkbox"/>	GATHER INFORMATION	CHA				+	+
<input type="checkbox"/>	HANDLE ANIMAL	CHA				+	+
<input type="checkbox"/>	HEAL	WIS				+	+
<input type="checkbox"/>	HIDE	DEX*				+	+
<input type="checkbox"/>	INTIMIDATE	CHA				+	+
<input type="checkbox"/>	JUMP	STR*				+	+
<input checked="" type="checkbox"/>	KNOWLEDGE (PSIONICS)	INT				+	+
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT				+	+
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT				+	+
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT				+	+
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT				+	+
<input checked="" type="checkbox"/>	LISTEN	WIS				+	+
<input type="checkbox"/>	MOVE SILENTLY	DEX*				+	+
<input type="checkbox"/>	OPEN LOCK	DEX				+	+
<input type="checkbox"/>	PERFORM ()	CHA				+	+
<input type="checkbox"/>	PERFORM ()	CHA				+	+
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				+	+
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				+	+
<input checked="" type="checkbox"/>	PSICRAFT	INT				+	+
<input type="checkbox"/>	RIDE	DEX				+	+
<input type="checkbox"/>	SEARCH	INT				+	+
<input type="checkbox"/>	SENSE MOTIVE	WIS				+	+
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				+	+
<input type="checkbox"/>	SPELLCRAFT	INT				+	+
<input checked="" type="checkbox"/>	SPOT	WIS				+	+
<input type="checkbox"/>	SURVIVAL	WIS				+	+
<input type="checkbox"/>	SWIM	STR*				+	+
<input type="checkbox"/>	TUMBLE	DEX*				+	+
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				+	+
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA				+	+
<input type="checkbox"/>	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. ^oArmor check penalty, if any, applies. (Double penalty for Swim.)

