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.
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DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

SEER

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
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

CONDITIONAL MODIFIERS

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 _____

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.
NOTES

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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.