Character Data | Calculations | Help

Dungeons & Dragons

SSA X2 Character Sheet

v2.1

Character Name	Player	Race	Gender

Character Class 1	Lvl.	Character Class 2	Lvl.	Character Class 3	Lvl.	Total Level

Alignment	Deity	Size Category	Preferred Hand

Height	Weight (lbs.)	Skin Color	Eye Color	Hair Color	Age	Birthdate

Abilities

PHB 3e: Ch. 1 3.5e: Ch. 1

	Ability Score	Ability Mod.	Temp. Score	Temp. Mod.
Str Strength				
Dex Dexterity				
Con Constitution				
Int Intelligence				
Wis Wisdom				
Cha Charisma				

Hit Points

	Max.	Temp. Max.
HP Hit Points		
Current		
Nonlethal Damage		
Damage Reduction		

Saves

	Fortitude	Reflex	Will
Total			
Base			
Key Ability	Con	Dex	Wis
Ability Mod.			
Magic			
Misc.			
Temp.			

Spell Resistance

Power Resistance

Modifiers

Load

Max. Dex

Check Penalty

Modified Speed (ft./rd.)

Max. Run Multiplier

Armor

PHB 3e: 104-107 & 119 3.5e: 122-126 & 134-136

AC with Shield | AC No Shield | Flat-Footed AC [1] | Touch Attack AC

Dex Mod. | Size Mod.

Deflection Bonus | Dodge Bonus

Natural Armor | Other

☐ Monk AC Bonus [2] | Wis Mod.

Equipped	Armor & Shield	Type	AC Bonus	Spell Failure (%)	Check Penalty	Max. Dex	Speed (ft)	Weight (lbs.)
☐								
☐		Shield						
						Total		

[1] Is dependant on what is currently equipped.
[2] Applies while unarmored and unencumbered.

Combat

PHB 3e: Ch. 8 3.5e: Ch. 8

Initiative | Dex. Mod. | Misc. | Temp.

Base Attack Bonus 1st / 2nd / 3rd / 4th

Type	Key Ability	Attacks 1st / 2nd / 3rd / 4th	Ability Mod.	Size Mod.	Misc.	Temp.
Melee	Str	/ / /				
Ranged	Dex	/ / /				
Grapple *	Str	/ / /				

* Utilizes a Special Size Modifier.

Weapons & Ammunition

PHB 3e: 97-104 3.5e: 112-122

Equipped	Weapon	Modified Attacks 1st / 2nd / 3rd / 4th	Attack Bonus	Finesse	Damage	Critical	Range/Reach (ft)	Ranged	Type *	Encumb. Category	Size Category	2-Hand	Weight (lbs.)
☐		/ / /		☐				☐				☐	
☐		/ / /		☐				☐				☐	
☐		/ / /		☐				☐				☐	
☐		/ / /		☐				☐				☐	
☐		/ / /		☐				☐				☐	
☐		/ / /		☐				☐				☐	
☐		/ / /		☐				☐				☐	
	Unarmed Strike	/ / /		☐								Deals Lethal Damage ☐	

Equipped	Ammunition	Attack Bonus	Damage	Total Quantity	Quantity Used	Weight Each (lbs.)
☐						
☐						
☐						
☐						
☐						

Notes

* If a weapon is of two types; all of the damage it deals is of both types.

Skills

PHB 3e: Ch. 4 3.5e: Ch. 4

Max. Ranks (Class/Cross-Class) /

Class Skill (Class 1, 2, 3)	Skill	Untrained	Key Ability	Total	Ability Mod.	Ranks	Misc.
☐☐☐	Appraise	•	Int				
☐☐☐	Autohypnosis [3]		Wis				
☐☐☐	Balance [1]	•	Dex				
☐☐☐	Bluff	•	Cha				
☐☐☐	Climb [1]	•	Str				
☐☐☐	Concentration	•	Con				
☐☐☐	Craft _____	•	Int				
☐☐☐	Craft _____	•	Int				
☐☐☐	Craft _____	•	Int				
☐☐☐	Decipher Script		Int				
☐☐☐	Diplomacy	•	Cha				
☐☐☐	Disable Device		Int				
☐☐☐	Disguise	•	Cha				
☐☐☐	Escape Artist [1]	•	Dex				
☐☐☐	Forgery	•	Int				
☐☐☐	Gather Information	•	Cha				
☐☐☐	Handle Animal		Cha				
☐☐☐	Heal	•	Wis				
☐☐☐	Hide [1]	•	Dex				
☐☐☐	Intimidate	•	Cha				
☐☐☐	Jump [1]	•	Str				
☐☐☐	Knowledge _____		Int				
☐☐☐	Knowledge _____		Int				
☐☐☐	Knowledge _____		Int				
☐☐☐	Knowledge _____		Int				
☐☐☐	Listen	•	Wis				
☐☐☐	Move Silently [1]	•	Dex				
☐☐☐	Open Lock		Dex				
☐☐☐	Perform _____		Cha				
☐☐☐	Perform _____		Cha				
☐☐☐	Perform _____		Cha				
☐☐☐	Profession _____		Wis				
☐☐☐	Profession _____		Wis				
☐☐☐	Psicraft		Int				
☐☐☐	Remote View [3]	•	Int				
☐☐☐	Ride	•	Dex				
☐☐☐	Search	•	Int				
☐☐☐	Sense Motive	•	Wis				
☐☐☐	Sleight of Hand [1]		Dex				
☐☐☐	Spellcraft		Int				
☐☐☐	Spot	•	Wis				
☐☐☐	Stabilize Self [3]		Con				
☐☐☐	Survival	•	Wis				
☐☐☐	Swim [2]	•	Str				
☐☐☐	Tumble [1]		Dex				
☐☐☐	Use Magic Device		Cha				
☐☐☐	Use Psionic Device		Cha				
☐☐☐	Use Rope	•	Dex				
☐☐☐	_____						
☐☐☐	_____						
☐☐☐	_____						
☐☐☐	_____						

[1] Armor Check Penalty, if any, applies. ([2] Double penalty for Swim.)
[3] This skill is exclusive to Psions and Psychic Warriors.

Dungeons & Dragons is a registered trademark of Wizards of the Coast, Inc.

Page Controls

Page 4 (Magic & Psionics) Visible | Page 5 (Spells & Powers) Visible

Calculations | Help

Movement

PHB 3E: 142-144 3.5E: 162-164

Total Speed	Base Speed	Class Mod.	Magic	Misc.	Temp.	Speed Multiplier

☐ Dwarven Movement

Mode	Multiplier	One Round - Tactical (ft.)	One Minute - Local (ft.)	One Hour - Overland (miles)	One Day - Overland (miles)
Walk (Normal)	×1				
Hustle *	×2				
Run *	×3				
Run *	x4				

All speeds are in feet per round unless otherwise noted.
* Requires a Full-Round Action.

Carrying Capacity

PHB 3E: 141-142 3.5E: 161-162

☐ Quadruped

Load	Carried Weight Range (lbs.)	Check Penalty	Max. Dex.	Speed (ft./rd.)	Max. Run
Light	0 -	Normal			×4
Medium	-	-3	+3		×4
Heavy	-	-6	+1		×3

Action	Capacity	Weight (lbs.)	Speed (ft./rd.)	Max. Run
Lift Off Ground	2× Max.		0	5 *
Push or Drag	5× Max.		0	5 *

* Movement requires a Full-Round Action.

Known Languages

PHB 3E: 73-74 3.5E: 82

- ☐ Common
- ☐ Literate

Racial Traits, Features, Feats and Special Abilities

8 pt. *

PHB 3E: Ch. 2, 3 & 5 3.5E: Ch. 2, 3 & 5

Record the Source Book and Page for easy reference.

Proficiencies

PHB 3E: Ch. 5 3.5E: Ch. 5

- ☐ Armor (Light)
- ☐ Armor (Medium)
- ☐ Armor (Heavy)
- ☐ Shield
- ☐ Tower Shield
- ☐ Simple Weapons
- ☐ Martial Weapons

Page Controls

Insert A: Racial Traits, Features, Feats and Special Abilities **Hidden**

Calculations | Help

Carried Equipment

List

PHB 3e: Ch. 7 3.5e: Ch. 7

Quantity	Item	Body Location	Weight Each (lbs.)	Quantity	Item	Body Location	Weight Each (lbs.)

Wealth

PHB 3e: 96 3.5e: 112

	Carried	Weight (lbs.)	Banked
CP (Copper)			
SP (Silver)			
GP (Gold)			
PP (Platinum)			

Other Valuables	Quantity	Weight Each (lbs.)	Estimated Value Each (GP)

Estimated Net Wealth (GP)

Carried Load

Carried equipment total weight

Armor, weapons & ammunition total weight *

Wealth total weight

Total Carried Load

All weights are in pounds unless otherwise noted.
* Armor, weapons and ammunition are listed on page 1 in their respective sections.

Item Details

8 pt. *

Stored Equipment

List

Quantity	Item	Place of Storage	Weight Each (lbs.)

Calculations | Help

Magic

PHB 3E: Ch. 10 3.5E: Ch. 10

SPELLCASTING CLASS 1

Domains / Schools

Prohibited Schools

Spell Save DC: Key Ability + Spell DC Mod. + 10 + Ability Mod. + Misc. + Temp.

Spell Level	Spell Save DC	Spells/Day	Quantity Cast *	Class Spells/Day	Bonus Spells/Day	Domain/School Spells/Day	Spells Known *
0							
1st							
2nd							
3rd							
4th							
5th							
6th							
7th							
8th							
9th							
10th							

SPELLCASTING CLASS 2

Domains / Schools

Prohibited Schools

Spell Save DC: Key Ability + Spell DC Mod. + 10 + Ability Mod. + Misc. + Temp.

Spell Level	Spell Save DC	Spells/Day	Quantity Cast *	Class Spells/Day	Bonus Spells/Day	Domain/School Spells/Day	Spells Known *
0							
1st							
2nd							
3rd							
4th							
5th							
6th							
7th							
8th							
9th							
10th							

* Only applies to Bards and Sorcerers.

Prepared Spells

PHB 3E: 154-158 3.5E: 177-180

List

Spell Level	Spell	Quantity Prepared	Quantity Cast

Psionics

Primary Discipline

Associated Ability

Power Points: Max. / Temp. Max. / Current

Psionic Power DC: 1d20 + Key Ability + Power Level + Misc. + Temp.

Power Level	Powers Discovered	Discipline Powers Known
0		
1st		
2nd		
3rd		
4th		
5th		
6th		
7th		
8th		
9th		

Turn Undead

PHB 3E: 139-140 3.5E: 159-160

Times Per Day: 3 + Cha. Mod. + Misc. + Temp.

Turn Check Modifier: Cha. Mod. + Misc. + Temp.

Turning Check Result	Most Powerful Undead Affected (Maximum Hit Dice)
0 or Lower	Cleric Level - 4
1 – 3	Cleric Level - 3
4 – 6	Cleric Level - 2
7 – 9	Cleric Level - 1
10 – 12	Cleric Level
13 – 15	Cleric Level + 1
16 – 18	Cleric Level + 2
19 – 21	Cleric Level + 3
22 or Higher	Cleric Level + 4

Total Hit Dice of Undead Affected: 2d6 + Cleric Level + Cha. Mod. + Misc. + Temp.

A Paladin's effective Cleric Level is equal to his Paladin Level - 3.

Psionic Combat

Attack Mode	Key Ability	Power Point Cost	Empty Mind	Intellect Fortress	Mental Barrier	Thought Shield	Tower of Iron Will	Nonpsionic Buffer	Flat-footed or out of power points
			1	5	3	1	5		
Ego Whip	Dex	3	+1	-2	-1	-4	+3	-8	+8
Id Insinuation	Str	3	-2	+1	+4	-1	+0	-9	+7
Mind Blast	Cha	9	+3	+0	-3	-2	-1	+4	+8
Mind Thrust	Int	1	-3	+6	+1	+4	+5	-8	+8
Psychic Crush	Wis	5	-5	+4	+3	+2	-3	-8	+8

Magic & Psionics Notes

Calculations Help

List

Known Spells/Spellbook

PHB
3e: Ch. 11
3.5e: Ch. 11

Spell Level	Spell	Source Book	Page	Spell Level	Spell	Source Book	Page	Spell Level	Spell	Source Book	Page

8 pt. *

Spells & Powers Details

PHB / PsiHB
3e: Ch. 11 / Ch. 5
3.5e: Ch. 11 / NA

Record the Source Book and Page for easy reference.

Page Controls

Insert B: Spell & Powers Details 0

Character Portrait

Help

Physical Description & Personality

8 pt. *

PHB
3E: 93-94
3.5E: 110

Character Portrait

Background

8 pt. *

PHB
3E: 94
3.5E: 110

Notes

8 pt. *

Experience

PHB
3E: 144-146
3.5E: 58-60

Total Experience

Multiclass Penalty %

Required For Next Level

Auto-calculate experience required for next level ☑

You cannot spend so much Experience on a Spell or Power that you lose a level.

Campaign

Date character created

Date last updated