d20 v3.5 CHARACTER RECORD SHEET

Name	Race	Class	Level
	Human/Half-Dragon		15

STRength		DEXterity		CONstitution		INTelligence		WISdom		CHArisma	
score	modifier	score	modifier	score	modifier	score	modifier	score	modifier	score	modifier
26				17		16				11	

Speed, Initiative & Carrying Capacity

Speed

Initiative = DEX Modifier + Misc. Modifier

Armor Modifiers: Speed, Max.Run

	Load	Max. DEX	Check Penalty	Speed	Run
Light		-	-	30'	x4
Medium		+3	-3	20'	x4
Heavy		+1	-6	20'	x3

Weight	
Lift Over Head	
Lift Off Ground	
Push or Drag	

Health

Hit Points

Hit Dice Rolls/Hit Dice Type

Special Conditions & Modifiers

Defense

Armor Class = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor + Deflection Bonus + Misc. Modifier

Armor Worn

Touch | Flat Footed | Damage Reduction | Arcane Spell Failure | Armor Check Penalty | Total Armor Weight

Saving Throws	Base Save	Ability Modifier	Resistance Modifier	Misc. Modifer	Conditional Modifiers and Immunities
FORTitude					
REFlex					
WILL					

Offense

Melee Attack Bonus = BAB + STR Modifer + Size Modifier + Misc. Modifier

Ranged Attack Bonus = BAB + DEX Modifer + Size Modifier + Misc. Modifier

Weapon	Attack Bonus	Damage	Crit.	Range	Wt.	Size	Type	Special Properties

Character Features, Feats & Special Abilities

Ability Name	Decription
Darkvision	60 ft. Black and white
Low light vision	Twice as well. Color
Immunities	Cold, Sleep, Paralysis
Track	http://www.d20srd.org/srd/feats.htm#track
Wild Empathy	d20 +CHA as per Diplomacy

Character Sketch

Skills

Skill Name	Class	Skill Mod		Ability Mod		Ranks		Misc. Mod
•Appraise (INT)			=		+		+	
•Balance* (DEX)			=		+		+	
•Bluff (CHA)			=		+		+	
•Climb* (STR)			=		+		+	
•Concentration (CON)			=		+		+	
•Craft (INT)			=		+		+	
Decipher Script (INT)			=		+		+	
•Diplomacy (CHA)			=		+		+	
Disable Device (INT)			=		+		+	
•Disguise (CHA)			=		+		+	
•Escape Artist* (DEX)			=		+		+	
•Forgery (INT)			=		+		+	
•Gather Info (CHA)			=		+		+	
Handle Animal (CHA)			=		+		+	
•Heal (WIS)			=		+		+	
•Hide* (DEX)			=		+		+	
•Intimidate (CHA)			=		+		+	
•Jump* (STR)			=		+		+	
Knowledge : (INT)			=		+		+	
Knowledge : (INT)			=		+		+	
Knowledge : (INT)			=		+		+	
•Listen (WIS)			=		+		+	
•Move Silently* (DEX)			=		+		+	
Open Lock (DEX)			=		+		+	
•Perform : (CHA)			=		+		+	
Profession : (WIS)			=		+		+	
Profession : (WIS)			=		+		+	
•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 Rope (DEX)			=		+		+	

*Your armor check penalty applies.

Equipment

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Item	#	Wt.	Loc.
Backpack		3.00	
- 50' Hemp Rope		10.00	
-Tinderbox, Flint & Steel		1.00	
- Mirror, small steel		0.50	
- Grappling Hook		4.00	
- Waterskin		4.00	
- Trail Rations (one day)	10	10.00	
- Bedroll		5.00	

Item	#	Wt.	Loc.
Clothing		3.00	Worn

Item	#	Wt.	Loc.
		1.00	Back
			Quiver
Belt Pouch		1.00	Belt
- Treasure			Pouch
Backpack Weight			
Weapons & Armor Weight			
Treasure & Other Gear Weight			
Total Weight Carried			

Consumables

Type: Bolts #: 25

Type: Trail Rations #: 10

Type: Water #: 3

Type: #:

Type: #:

Type: #:

Magic Items

Item	Wt.	Loc.	Details
Bracers of Armor			+8 AC
Periapt of Wisdom			+6 Wisdom

Potions & Scrolls:

Treasure

Platinum:
Gold:
Silver:
Copper:
Weight:

Gems, Jewelry, Works of Art, Hunks of Precious Metal, Rare Stamps, Old Books, Expensive Cloths & Furs, and Other Valuable Crap

Age & Appearance

Eye Color: Hair Color: Complexion: Weight: Height: Size: Gender: Age:

Description/Distinguishing Features

Years Added:
Years Removed:
Maximum Age:

Personality & Origin

Alignment: Deity: Aliases & Titles:

Personality Traits

Origin

Companion

Name:
Type:
Hit Dice:
Initiative:
Speed:

AC:
Attacks:
Damage:
Special:

Saves:
Abilities:
Alignment:
Size:

Skills:

Feats:

Experience

ECL: Current Total: Next Level Goal: