

CHARACTER NAME

PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEET

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

+8 when Rpt

TOTAL

HP
HIT POINTS

AC
ARMOR CLASS

TOTAL

+1 against traps

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

INITIATIVE
MODIFIER

TOTAL

= DEX MODIFIER + MISC MODIFIER

NONLETHAL DAMAGE

SPEED

DAMAGE REDUCTION

*Easy 1/4 HP
check for
Shape
Change
-22
-15
-7*

SAVING THROWS

FORTITUDE
(CONSTITUTION)

REFLEX
(DEXTERITY)

WILL
(WISDOM)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC. MODIFIER

TEMPORARY MODIFIER

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE
MODIFIER

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

SIZE MODIFIER

MISC MODIFIER

MELEE
attack bonus

TOTAL

BASE ATTACK BONUS

STR MODIFIER

SIZE MODIFIER

MISC MODIFIER

RANGED
attack bonus

TOTAL

BASE ATTACK BONUS

DEX MODIFIER

SIZE MODIFIER

MISC MODIFIER

** +2 AB when flanking target*

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

CLASS SKILLS

SKILLS

MAX RANKS
(CLASS/CROSS-CLASS)

/

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

☐ APPRAISE ■

INT

☐ 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 ()

INT

☐ KNOWLEDGE ()

INT

☐ KNOWLEDGE ()

INT

☐ KNOWLEDGE ()

INT

☐ KNOWLEDGE ()

INT

☐ KNOWLEDGE ()

INT

☐ LISTEN ■

WIS

☐ MOVE SILENTLY ■

DEX

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GEAR

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

OTHER POSSESSIONS					
ITEM	PG.	WT.	ITEM	PG.	WT.
			TOTAL WEIGHT CARRIED		

LIGHT
LOAD

**MEDIUM
LOAD**

HEAVY
LOAD

LIFT OVER
HEAD

LIFT OF GROUND

PUSH OR
DRAG

**PUSH OR
DRAG**
5 x
MAX LOAD

MONEY	
CP —	
SP —	
GP —	
PP —	

FEATS

PG.

SPECIAL ABILITIES

PG.

LANGUAGES

Initial languages = Common + racial
languages + one per point of Int bonus

SPELLS

[illegible]

8TH: _____

9TH: _____

SPELL SAVE ☐

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

Healing Belt

Magic Item

([Magic Item Compendium](#), p. 110)

Price: 750 gp

Item Level: 3rd

Body Slot: Waist

Caster Level: 3rd

Aura: Faint; (DC 16) [Conjuration](#)

Activation: — and standard (command)

Weight: 1.0 lb.

This broad leather belt is studded with three moonstones.

While wearing a healing belt, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.

Necklace of Fireballs

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Market Price
Type I	—	—	—	—	—	1	—	2	—	1,650 gp
Type II	—	—	—	—	1	—	2	—	2	2,700 gp
Type III	—	—	—	1	—	2	—	4	—	4,350 gp
Type IV	—	—	1	—	2	—	2	—	4	5,400 gp
Type V	—	1	—	2	—	2	—	2	—	5,850 gp
Type VI	1	—	2	—	2	—	4	—	—	8,100 gp
Type VII	1	2	—	2	—	2	—	2	—	8,700 gp

20 ft Radius; DC 14
70 ft

Notes

Wish List:

Gauntlets of Ogre Power: 4000gp

Killed

Zombies: ###

Huecuva: 1

Imp: 1

Spider: ###, 11

Gnats: 11

Eltercap: 3

Skaven

Keyring

MW Dagger 3 keys

Bracers

Small book of Spells

Dark Wood & Silver Lap Harp

Diamond Ring

Goggles

Jade Idol

Light Steel Shield (Magic)

Fancy Slippers

Elixir of Hiding

Bracers (Magic)

Pearl in Setting

Wand

1. Cure Mod

7 potions 2-7. Elixir of Hiding

Skaven

Wands of Control Water (8)

Fand: |||||