

# DWEONETIC CHARACTER RECORD SHEET

character name

player name

class

level

hit die type

race

experience points

xp for next level

size

gender

age

height

weight

hair + skin

eyes

alignment

deity

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMPORARY SCORE

TEMPORARY MODIFIER

**STR**  
strength**DEX**  
dexterity**CON**  
constitution**INT**  
intelligence**WIS**  
wisdom**CHA**  
charisma

SAVING THROWS

**FORTITUDE**  
(constitution)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

conditional modifiers

**REFLEX**

(dexterity)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

**WILL**  
(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

**MELEE**  
attack bonus

TOTAL

BASE ATTACK BONUS

STR MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

**RANGED**  
attack bonus

TOTAL

BASE ATTACK BONUS

DEX MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

**WEAPON**

TOTAL ATTACK BONUS

MAX/DEFAULT  
SETTING

CHARGES

DAMAGE/  
SETTING

CRIT

TYPE

SAVE

RANGE

DR PEN

ER PEN

ROF

CL

CHARGES

**WEAPON**

TOTAL ATTACK BONUS

MAX/DEFAULT  
SETTING

CHARGES

DAMAGE/  
SETTING

CRIT

TYPE

SAVE

RANGE

DR PEN

ER PEN

ROF

CL

CHARGES

**WEAPON**

TOTAL ATTACK BONUS

MAX/DEFAULT  
SETTING

CHARGES

DAMAGE/  
SETTING

CRIT

TYPE

SAVE

RANGE

DR PEN

ER PEN

ROF

CL

CHARGES

## DWEWARE

Item

DIR

## GEAR

Item

Weight

## SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MIS MODIFIER
<input type="checkbox"/> Alchemy	int	=	+	+	
<input type="checkbox"/> Animal Empathy	cha	=	+	+	
<input type="checkbox"/> Appraise ■	int	=	+	+	
<input type="checkbox"/> Balance ■	dex*	=	+	+	
<input type="checkbox"/> Bluff ■	cha	=	+	+	
<input type="checkbox"/> Climb ■	str	=	+	+	
<input type="checkbox"/> Concentration ■	con	=	+	+	
<input type="checkbox"/> Craft (_____)	int	=	+	+	
<input type="checkbox"/> Decipher Script	int	=	+	+	
<input type="checkbox"/> Diplomacy ■	cha	=	+	+	
<input type="checkbox"/> Disable Device	dex	=	+	+	
<input type="checkbox"/> Disguise ■	cha	=	+	+	
<input type="checkbox"/> Escape Artist ■	dex*	=	+	+	
<input type="checkbox"/> Forgery ■	int	=	+	+	
<input type="checkbox"/> Gather Information ■	cha	=	+	+	
<input type="checkbox"/> Handle Animal	cha	=	+	+	
<input type="checkbox"/> Heal ■	wis	=	+	+	
<input type="checkbox"/> Hide ■	dex*	=	+	+	
<input type="checkbox"/> Innuendo	wis	=	+	+	
<input type="checkbox"/> Intimidate ■	cha	=	+	+	
<input type="checkbox"/> Intuit Direction	wis	=	+	+	
<input type="checkbox"/> Jump ■	str*	=	+	+	
<input type="checkbox"/> Knowledge (arcana)	int	=	+	+	
<input type="checkbox"/> Knowledge (arch & eng)	int	=	+	+	
<input type="checkbox"/> Knowledge (geography)	int	=	+	+	
<input type="checkbox"/> Knowledge (history)	int	=	+	+	
<input type="checkbox"/> Knowledge (local)	int	=	+	+	
<input type="checkbox"/> Knowledge (nature)	int	=	+	+	
<input type="checkbox"/> Knowledge (nobility & royalty)	int	=	+	+	
<input type="checkbox"/> Knowledge (the planes)	int	=	+	+	
<input type="checkbox"/> Knowledge (religion)	int	=	+	+	
<input type="checkbox"/> Knowledge (_____)	int	=	+	+	
<input type="checkbox"/> Listen ■	wis	=	+	+	
<input type="checkbox"/> Move Silently ■	dex*	=	+	+	
<input type="checkbox"/> Open Lock	dex	=	+	+	
<input type="checkbox"/> Perform ■(_____)	cha	=	+	+	
<input type="checkbox"/> (_____)	cha	=	+	+	
<input type="checkbox"/> (_____)	cha	=	+	+	
<input type="checkbox"/> Pick Pocket	dex*	=	+	+	
<input type="checkbox"/> Profession (_____)	wis	=	+	+	
<input type="checkbox"/> Read Lips	int	=	+	+	
<input type="checkbox"/> Repair	int	=	+	+	
<input type="checkbox"/> Ride ■(_____)	dex	=	+	+	
<input type="checkbox"/> Scry ■	int	=	+	+	
<input type="checkbox"/> Search ■	int	=	+	+	
<input type="checkbox"/> Sense Motive ■	wis	=	+	+	
<input type="checkbox"/> Spellcraft	int	=	+	+	
<input type="checkbox"/> Spot ■	wis	=	+	+	
<input type="checkbox"/> Swim ■	str**	=	+	+	
<input type="checkbox"/> Tumble	dex*	=	+	+	
<input type="checkbox"/> Use Magic Device	cha	=	+	+	
<input type="checkbox"/> Use Rope ■	dex	=	+	+	
<input type="checkbox"/> Wilderness Lore ■	wis	=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	

## SPECIAL ABILITIES/FEATS

0: \_\_\_\_\_

1ST: \_\_\_\_\_

2ND: \_\_\_\_\_

3RD: \_\_\_\_\_

4TH: \_\_\_\_\_

5TH: \_\_\_\_\_

6TH: \_\_\_\_\_

7TH: \_\_\_\_\_

8TH: \_\_\_\_\_

9TH: \_\_\_\_\_

CP

SP

GP

PP

## GEMS &amp; JEWELRY

SPELL SAVE DC MOD \_\_\_\_\_

SPELL SAVE DC LEVEL SPELLS PER DAY BONUS SPELLS

 0  0 1ST   2ND   3RD   4TH   5TH   6TH   7TH   8TH   9TH  

LIGHT LOAD  
MEDIUM LOAD  
HEAVY LOAD

LIFT OVER HEAD  
LIFT OFF GROUND  
PUSH OR DRAG

= MAX LOAD 2 X MAX LOAD 5 X MAX LOAD

## LANGUAGES

Initial languages = Common + racial

languages + Int bonus

Each additional language (Speak Language) = skill points

number of spells known

0 5TH  1ST  6TH  2ND  7TH  3RD  8TH  4TH  9TH  

Skills marked with a ■ can be used normally even if the character has zero (0) skill ranks.

Skills marked with a □ are cross class skills.

\*\* -1 per 5 pounds of gear.

\* armor check penalty applies.