



character record sheet

Player _____

Character Name _____ Team Name _____ Division Rating _____

Class _____ Race _____ Alignment _____ Level _____ Patron _____

Age _____ Gender _____ Height _____ Weight _____ Eyes _____ Hair _____ Skin _____

Abilities	score	modifier	temp score	temp mod
Charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Initiative	modifier
TOTAL = Dex + Misc	
<input type="text"/>	<input type="text"/>

Speed
<input type="text"/>

Attack Bonuses
BASE <input type="text"/>
Total = Base + Str + Size + Misc + Temp
Melee <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
Ranged <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

Hit Points
TOTAL <input type="text"/>
CURRENT HP <input type="text"/>
SUBDUAL DAMAGE <input type="text"/>

armor Class
TOTAL = 10 + Armor + Shield + Dex + Size + Misc
<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

Weapon	Type
_____	_____
Total Attack Bonus <input type="text"/>	
Damage <input type="text"/> Critical <input type="text"/>	
Range _____ Size _____	
Special Properties _____	

Weapon	Type
_____	_____
Total Attack Bonus <input type="text"/>	
Damage <input type="text"/> Critical <input type="text"/>	
Range _____ Size _____	
Special Properties _____	

Experience Points
<input type="text"/>

Skills	Ability	TOTAL	Mod	Ranks	Misc Mod
Alchemy	int	_____	=	_____	+ _____
Animal Empathy	cha	_____	=	_____	+ _____
Appraise	int	_____	=	_____	+ _____
Balance	dex	_____	=	_____	+ _____
Bluff	cha	_____	=	_____	+ _____
Climb	str	_____	=	_____	+ _____
Concentration	con	_____	=	_____	+ _____
Craft-_____	int	_____	=	_____	+ _____
Decipher Script	int	_____	=	_____	+ _____
Diplomacy	cha	_____	=	_____	+ _____
Disable Device	int	_____	=	_____	+ _____
Disguise	cha	_____	=	_____	+ _____
Drive	dex	_____	=	_____	+ _____
Dungeon Crawl Lore	int	_____	=	_____	+ _____
Escape Artist	dex	_____	=	_____	+ _____
Forgery	int	_____	=	_____	+ _____
Gather Info	cha	_____	=	_____	+ _____
Handle Animal	cha	_____	=	_____	+ _____
Heal	wis	_____	=	_____	+ _____
Hide	dex	_____	=	_____	+ _____
Innuendo	wis	_____	=	_____	+ _____
Intimidate	cha	_____	=	_____	+ _____
Intuit Direction	wis	_____	=	_____	+ _____
Jump	str	_____	=	_____	+ _____
Knowledge-arcana	int	_____	=	_____	+ _____
Knowledge-astronomy	int	_____	=	_____	+ _____
Knowledge-nobility.royalty	int	_____	=	_____	+ _____
Knowledge-the planes	int	_____	=	_____	+ _____
Knowledge-religion	int	_____	=	_____	+ _____
Knowledge-dungeon crawl	int	_____	=	_____	+ _____
Knowledge-_____	int	_____	=	_____	+ _____
Knowledge-_____	int	_____	=	_____	+ _____
Listen	wis	_____	=	_____	+ _____
Move Silently	dex	_____	=	_____	+ _____
Open Lock	dex	_____	=	_____	+ _____
Perform-_____	cha	_____	=	_____	+ _____
Perform-_____	cha	_____	=	_____	+ _____
Perform-_____	cha	_____	=	_____	+ _____
Pick Pocket	dex	_____	=	_____	+ _____
Profession-_____	wis	_____	=	_____	+ _____
Read Lips	int	_____	=	_____	+ _____
Ride-_____	dex	_____	=	_____	+ _____
Scry	int	_____	=	_____	+ _____
Search	int	_____	=	_____	+ _____
Sense Motive	wis	_____	=	_____	+ _____
Spellcraft	int	_____	=	_____	+ _____
Spot	wis	_____	=	_____	+ _____
Swim	str	_____	=	_____	+ _____
Tumble	dex	_____	=	_____	+ _____
Use Magic Device	cha	_____	=	_____	+ _____
_____	_____	_____	=	_____	+ _____
_____	_____	_____	=	_____	+ _____
_____	_____	_____	=	_____	+ _____

fame rating	Turn
<input type="text"/>	_____

Saving Throws
Total = Base Save + Ability + Magic + Misc + Temp
Fortitude <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
Reflex <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
Will <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
Conditional Modifiers _____



Adventures in the Xtreme Dungeon Crawl League

Campaign _____

Team Members _____

Commercial Endorsements

Agent- _____
Sponsors- _____

Contracts- _____

Money

Copper Pieces _____
Silver Pieces _____
Gold Pieces _____

Prizes

Signature Move

Name _____
Description _____

Stats _____

Gear

Armor

_____ Type _____
Bonus Max Dex Bonus
Check Penalty Spell Failure
Speed _____ Weight _____
Special Properties _____

Shield/Protective Item

Armor Bonus Check Penalty
Spell Failure Weight _____
Special Properties _____

Special Abilities & Feats

Languages

Spells

0: _____ 3rd: _____ 6th: _____

1st: _____ 4th: _____ 7th: _____

2nd: _____ 5th: _____ 8th: _____

9th: _____

Spell Levels

Spell Save DC	Level	Spells Per Day	Bonus Spells
<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>

DC Modifier

Spell Save

Number of Spells Known

0: _____
1st: _____
2nd: _____
3rd: _____
4th: _____
5th: _____
6th: _____
7th: _____
8th: _____
9th: _____

Notes

