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SAVE SHEET | LOAD SHEET | ?

(SAVES THE SHEET IN A 10k .FDF FILE, SENDS TO THE ABOVE EMAIL)

CALCULATION ON

DUNGEONS & DRAGONS®

CHARACTER RECORD SHEET

BY KEVIN ROSE, MATTHIJS HAKFOORT, GREYKNIGHT AND MICHAEL STROPE
VERSION 5.2.0

CHARACTER NAME	PLAYER
Osiris	NPC (Assassin of Vecna)

CORE CLASSES		USER CLASS 1		USER CLASS 2	
ROGUE	4	Fortitude	Full BaB	–	–
WIZARD	4	Blackguard	5		
			6		

RACE	LA	ALIGNMENT	DEITY
HALFLING		Lawful Evil	Vecna

SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN
SMALL							

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	15	2		
DEX DEXTERITY	20	5		
CON CONSTITUTION	15	2		
INT INTELLIGENCE	19	4		
WIS WISDOM	13	1		
CHA CHARISMA	16	3		

HP HIT POINTS — TOTAL: 100 — WOUNDS/CURRENT HP: — NONLETHAL DAMAGE:

SPEED — BASE: — ADJUSTED:

AC ARMOR CLASS — TOTAL: 24 = 10 + ARMOR BONUS 6 + SHIELD ARMOR 2 + DEX BONUS 5 + NATURAL ARMOR 0 + SIZE BONUS 1 + DEFLEC. BONUS 0 + DODGE BONUS + MISC BONUS

DAMAGE REDUCTION

TOUCH ARMOR CLASS 16 — **FLAT-FOOTED** ARMOR CLASS 19

INITIATIVE MODIFIER — TOTAL: 5 = DEX MODIFIER 5 + MISC MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	11	6	2		3	
REFLEX (DEXTERITY)	14	6	5		3	
WILL (WISDOM)	10	6	1		3	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS 10

SPELL RESISTANCE

GRAPPLE MODIFIER — TOTAL: 8 = BASE ATTACK BONUS 10 + STRENGTH MODIFIER 2 + SIZE MODIFIER −4 + MISC MODIFIER

ATTACK

MELEE WEAPON — PRIMARY HANDED WEAPON

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shortsword	+13 / +8	1d4+2	19–20/x2

RANGE	TYPE	ATTACK +	NOTES	WEIGHT
–	Piercing		Poison Damage +1d4 dc17 fort	2

AMMUNITION

ATTACK

WEAPON TYPE

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	ATTACK +	NOTES	WEIGHT

AMMUNITION

ATTACK

WEAPON TYPE

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	ATTACK +	NOTES	WEIGHT

AMMUNITION

ATTACK

WEAPON TYPE

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	ATTACK +	NOTES	WEIGHT

AMMUNITION

ATTACK

WEAPON TYPE

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	ATTACK +	NOTES	WEIGHT

AMMUNITION

SKILLS

SKILLS TAKE ARMOR CHECK PENALTY AND SKILL SYNERGY INTO ACCOUNT, WHERE RELEVANT

MAX RANKS (CLASS/CROSS-CLASS): 16 / 8.0

158 AVAILABLE SKILL POINTS

158 SKILL POINTS USED

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
☒	Appraise ■	INT	5	=	4	+	1	+	
☒	Balance ■	DEX*	3	=	5	+	0	+	
☒	Bluff ■	CHA	3	=	3	+	0	+	
☒	Climb ■	STR*	0	=	2	+	0	+	
☒	Concentration ■	CON	7	=	2	+	5	+	
☒	Craft ■ ( )	INT	4	=	4	+	0	+	
☒	Craft ■ ( )	INT	4	=	4	+	0	+	
☒	Craft ■ ( )	INT	4	=	4	+	0	+	
☒	Decipher Script	INT	5	=	4	+	1	+	
☒	Diplomacy ■	CHA	3	=	3	+	0	+	
☒	Disable Device	INT	5	=	4	+	1	+	
☒	Disguise ■	CHA	3	=	3	+		+	
☒	Escape Artist ■	DEX*	3	=	5	+	0	+	
☒	Forgery ■	INT	4	=	4	+	0	+	
☒	Gather Information ■	CHA	7	=	3	+	2	+	
☒	Handle Animal	CHA	8	=	3	+	5	+	
☒	Heal ■	WIS	6	=	1	+	5	+	
☒	Hide ■ (INCLUDES SIZE MODIFIER)	DEX*	23	=	5	+	16	+	
☒	Intimidate ■	CHA	8	=	3	+	5	+	
☒	Jump ■	STR*	1	=	2	+	1	+	
☒	Knowledge (RELIGION)	INT	14	=	4	+	10	+	
☒	Knowledge (ARCANA)	INT	14	=	4	+	10	+	
☒	Knowledge (LOCAL)	INT	14	=	4	+	10	+	
☐	Knowledge ( )	INT		=	4	+		+	
☐	Knowledge ( )	INT		=	4	+		+	
☒	Listen ■	WIS	17	=	1	+	16	+	
☒	Move Silently ■	DEX*	19	=	5	+	16	+	
☒	Open Lock	DEX	6	=	5	+	1	+	
☒	Perform ( )	CHA		=	3	+		+	
☒	Perform ( )	CHA		=	3	+		+	
☒	Perform ( )	CHA		=	3	+		+	
☒	Profession ( )	WIS		=	1	+		+	
☒	Profession ( )	WIS		=	1	+		+	
☒	Ride ■	DEX	17	=	5	+	10	+	
☒	Search ■	INT	14	=	4	+	10	+	
☒	Sense Motive ■	WIS	1	=	1	+	0	+	
☒	Sleight of Hand	DEX*	4	=	5	+	1	+	
☒	Spellcraft	INT	16	=	4	+	10	+	
☒	Spot ■	WIS	17	=	1	+	16	+	
☐	Survival ■	WIS	1	=	1	+	0	+	
☒	Swim ■	STR*	−2	=	2	+	0	+	
☒	Tumble	DEX*	4	=	5	+	1	+	
☒	Use Magic Device	CHA	8	=	3	+	5	+	
☒	Use Rope ■	DEX	5	=	5	+	0	+	
☐			0	=		+	0	+	
☐			0	=		+	0	+	
☐			0	=		+	0	+	

■ *Denotes a skill that can be used untrained.*
☐ *Mark this box with an X if the skill is a class skill for the character.*
* *Armor check penalty, if any, applies. (Double penalty for Swim.)*

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RESET ALL

(RESETS ALL FIELDS, HANDLE WITH CARE)

Fear and Loathing in South Rainwood

CAMPAIGN

	91000
EXPERIENCE POINTS	EXPERIENCE NEEDED FOR NEXT LEVEL

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Studded Leather +3	Light	6	6

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
–1	15%	30	10	Speed (Extra Attack)

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Buckler +1	2	5	–1

SPELL FAILURE	SPECIAL PROPERTIES
5%	

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		17.0

< 50	< 100	< 150	150	300	750
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2 × MAX LOAD)	PUSH OR DRAG (5 × MAX LOAD)

MONEY

CP —

SP —

GP —

PP —

ADDITIONAL WEALTH

FEATS

SPECIAL ABILITIES

CHARACTER SKETCH

LANGUAGES

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

SPELLS

DOMAINS/SPECIALTY SCHOOL:

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

20 %

CONDITIONAL MODIFIERS

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

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