



# 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*

## SPEED

## ATTACK BONUSES

|             |                      |   |                      |   |                      |   |                      |   |                      |   |                      |
|-------------|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| <b>BASE</b> | <input type="text"/> |   |                      |   |                      |   |                      |   |                      |   |                      |
|             | <i>Total</i>         | = | <i>Base</i>          | + | <i>Str</i>           | + | <i>Size</i>          | + | <i>Misc</i>          | + | <i>Temp</i>          |
| 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                | CURRENT HP           | SUBDUAL DAMAGE       |
|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> |

## ARMOR CLASS

|                      |   |                      |   |                      |   |                      |   |                      |   |                      |   |                      |
|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| <b>TOTAL</b>         | = | 10                   | + | <i>Armor</i>         | + | <i>Shield</i>        | + | <i>Dex</i>           | + | <i>Size</i>          | + | <i>Misc</i>          |
| <input type="text"/> |   | <input type="text"/> |   | <input type="text"/> |   | <input type="text"/> |   | <input type="text"/> |   | <input type="text"/> |   | <input type="text"/> |

## WEAPON

\_\_\_\_\_ Type \_\_\_\_\_

Total Attack Bonus

Damage  Critical

Range \_\_\_\_\_ Size \_\_\_\_\_

Special Properties \_\_\_\_\_

## WEAPON

\_\_\_\_\_ Type \_\_\_\_\_

Total Attack Bonus

Damage  Critical

Range \_\_\_\_\_ Size \_\_\_\_\_

Special Properties \_\_\_\_\_

## EXPERIENCE POINTS

## SKILLS

| Skill                      | 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

\_\_\_\_\_

## SAVING THROWS

|                       |                      |   |                      |   |                      |   |                      |   |                      |   |                      |
|-----------------------|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
|                       | <b>Total</b>         | = | <i>Base Save</i>     | + | <i>Ability</i>       | + | <i>Magic</i>         | + | <i>Misc</i>          | + | <i>Temp</i>          |
| Fortitude             | <input type="text"/> |   | <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"/> |   | <input type="text"/> |
| Will                  | <input type="text"/> |   | <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

DC Modifier

| 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"/> |

### SPELL SAVE

### NUMBER OF SPELLS KNOWN

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

### NOTES